

DIPLOMACY WORLD

32

FALL 1982

\$2



"Army Burgundy to where?"

INSIDE: Fiction and non-fiction by Mark Berch; poetry by Scott Marley; Leader Poll results; a new rating system; a new variant by Lew Pulsipher; reports on DipCon XV and XVI; a new crossword puzzle; Leritte on honesty; Fleming on paper selection; Byrne on (gasp) The Editor; and boodles more....

Diplomacy World

is a quarterly publication dealing with the game of Diplomacy. Subscriptions are \$6.00 per year (four issues) in the United States of America and \$8.00 in Canada (by First Class) and elsewhere (by Surface). Air Mail/Printed Matter subscriptions outside North America are \$15.00 per year. First Class subscriptions within the United States are \$8.00 per year. Please address all subscriptions and renewal orders to Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. Please make checks payable (in U.S. funds only) to R. C. Walker.

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Articles and other materials intended for inclusion for any given issue should reach the Editor not later than the 15th of the month previous to the month of publication. Announcements of future events should reach our office by the 25th of the month preceding the publication month and should relate to events occurring on or after the 15th of the month after the publication month.

This is Pandemonium Publication #766.

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WHEN DO YOU EXPIRE???

If your subscription is expiring with this issue, we should be enclosing an expiration notice. However, please check your mailing label: the number in the upper right-hand corner is the last issue on your current sub. If you have a cash balance, the amount will be indicated on your renewal notice.

BACK ISSUES

Copies of 3, 4, 10, and 14-19 are available from Walt Buchanan, 3025 W. 250 North, Lebanon IN 46052; price is \$1.25 each.

Copies of 21-31 are available as well. Some issues are in very short supply and are more expensive. They can be ordered from the current editor. Nos. 21-24 are \$1.50 each; 25 & 26 are \$3.00 each; 27 is \$1.50; 28 is \$3.00; 29-31 are \$2.00 each. Overseas prices are higher; inquire.

KEEP YOUR ADDRESS CURRENT

DIPLOMACY WORLD is sent via "bulk mail". Although we "guarantee" both return and forwarding postage, we can not really guarantee that the Postal Service will in fact forward your copy to you. The forwarding postage is billed to you by them as "postage due" ...we "guarantee" it at this end so that the Postal Service will in fact forward the issue (otherwise they will not). The best way to insure you receive each issue, and avoid extra postage due costs, is to make certain we have your current and correct address at all times, including apartment number and ZIP Code. We don't want to miss you, so please keep us informed as to where you are!

SUBSCRIPTION RATES RISE!

Effective 1 January 1983 the per-issue price and the subscription rate to DIPLOMACY WORLD will go up. This is, alas, unavoidable. My printing bill alone has gone up 15% in the last year and my printer anticipates another rise this year as the cost of paper continues to escalate. The new domestic rate will be \$8.00. All subscriptions and renewals received before 1 January 1982 will be honored at the old rate. The new Canadian (first class) and overseas (surface) rate will be \$10.00; overseas airmail has already risen to \$15.00.

DEADLINES

Because bulk mail usually takes 2-3 weeks for delivery, DIPLOMACY WORLD may reach you very close to the deadline for submissions to the next issue. That deadline is the 15th of the month preceding the month of publication:

for #33...15 Feb 83

for #34...15 May 83

for #35...15 Aug 83, and so on.

A copy of our writer's guidelines may be obtained for SASE. Announcements of conventions and other events should reach us by the 25th of the months named above...and should be regarding events which will take place 7 weeks or more after that date.

SUBSCRIPTION DEADLINES

Subscriptions and renewals begin with the next scheduled issue after your money reaches me. Subscription cut-off dates are the 10th of Mar, Jun, Sep, and Dec of each year. Subs and renewals reaching me after any one of those dates will begin with the next quarterly issue, not the one due out that month (unless it has not yet been mailed). This applies to normal domestic subscriptions only.

ARTWORK

We have a cartoon by Jim Finley in this, and the rest are by (yech) me. I sincerely hope a few more of you out there would like to contribute art to DW and save all our readers the agony of looking at my stuff.

APOLOGIA PRO GOOF-UPPAE SUAE

Artwork in lastish which as listed as being by Michael Mills was really by Michael Lind. Our sincere apologies to Mike for that one. (How did it happen? You don't really want to know.)

We also misquoted Fred Davis in his "wooden blocks" article. The British fleets are "quaint pre-dreadnought BBs"...which is what they are now. The older sets did have flat pieces that did look like garbage scows. Fred had the newer pieces on display at DipCon XV. The armies still look like bullets. Sorry for the erroneous "correction", Fred!

I think that covers the errors for this time. Please call any such things to our attention so we can correct them in a later issue. We're also trying to hold the typos down...wish us luck....

IN THIS ISSUE:

Colophon.....	2
various announcements.....	3
Editorial.....	4
The Curse of Austria (S. Marley)....	5
The Rollins Rule (M. Berch).....	6
Diplomacy CrossWord 2 (B. Becker)...	8
Diplomacy & the Art of Paper Selection (Jack Fleming).....	10
The Man Behind DIPLOMACY WORLD (K. Byrne).....	12
Funeral in Munich (M. Berch).....	13
Honesty Is the Best Policy (G. Leritte).....	15
DipCon XV (M. Berch).....	17

L'Imperialisme (L. Pulsipher).....	20
Variants.....	22
DipCon Update.....	24
D.W. Demo Game (E. Verheiden & D. Ditter).....	26
The Leeder Poll (J. Leeder).....	28
Winners.....	31
EVERYTHING 53.....	31
1982 Eminent Awards.....	32
The Lifetime Rating System.....	32
Life, the Universe, & Everything...	33
Postal Game Openings.....	37
Hobby Services.....	39
Back Page.....	40



"We can trust him, I tell you!"

EDITORIAL

In case you haven't noticed, this issue is very late. Many have already heard the litany of excuses and there's no sense in going into detail here; however, basically: (1) a stubborn sinus infection which kept me too tired to do much after work, (2) chronic overtime at work, (3) other, more urgent, demands on my time. Yep, the real world is still out there, and of course Diplomacy is only a hobby. This is definitely not a FIAWOL operation.

Anyway, in order to get D.W. back on its normal schedule, and give me a bit of time to recover from all this, there will be no Winter 1983 issue. We will resume our regular schedule with the Spring 1983 issue (now #33). I am really sorry things have worked out

this way, but it's better to slip an issue than to try to force it and then be perennially late.

There should be an announcement in this issue that subscription rates will rise to \$8/year (domestic; with other rates up correspondingly), effective 1 January 1983. This reflects mostly a 20% increase in printing costs since mid-1981, when I took DW over. However: subscriptions and renewals received prior to 1 Jan 83 will be honored at the old rate. We are not going to do a retroactive recalculation of subscription values such as we had to do when DW was transferred to us. This should be the last rate increase for at least 2-3 years (hope, hope!!).

The Curse of Austria

Scott Marley

(I met a man the other day
While walking through the park:
His face was taut and ashen-gray,
His eyes were ringed and dark.
I asked him why he looked so pale--
Had he enough to eat?
And so he told this ghastly tale
Which I shall now repeat.)

Behold the story of my shame:
Six years ago, I own,
We started up a Dippy game
Observed by one old crone.
I drew a block and closed my fist,
Its color none might see,
When suddenly the woman hissed
And pointed straight at me.

"Beware the Curse--" she cried at me
(I thought she must be daft),
"Beware the Curse of Austria!"
But I just jeered and laughed.
"Beware the Curse of Austria!"
She shrieked, with eyes aflame,
"For he who chooses Austria
Will never win a game!
The man who shooses Austria
Can never win a game!"

My laughter changed to deathly calm,
My smile gave way to shock,
To find upon my shaking palm
The dreaded scarlet block.
And so the Curse of Austria
Had come to rest on me--
The crone knew right, for Austria
Was out by Fall oh-three.

At once the Russian and the Turk
Had started creeping west,
While, due to the Italian's work,
I lost my poor Trieste.
The German forced me to retreat
While France carved up my home,
And soon a silent English fleet
Was sailing into Rome.

And ever since, the Scarlet Curse
Has treated me the same,
And Austria does worse and worse
In each succeeding game.
Last month I watched Vienna grabbed
By France in Spring oh-one,
And now I'm nearly always stabbed
Before the game's begun.

I fall upon my hands and knees
And try my best to pray.
"My Lord," I cry, "Have mercy, please,
And take this plague away!"
And yet I draw the scarlet block
In every game I play,
And still the Curse of Austria,
This Bloody Curse of Austria,
Is with me night and day.

Though twenty lanterns in my room
Spill forth their brightest light,
They cannot cure the awful gloom
Nor keep away the night.
The ruddy, swollen moon may rise,
I lie awake in bed,
For every time I close my eyes
Then all I see is red.
I try to shut my bloodshot eyes,
But all I see is red.

No more to eat, no more to sleep,
No more to shower or shave,
I lie in bed and wail and weep
And rail and rant and rave
In horror for this frightened sheep
The Lord Himself can't save,
This teeny, tiny, trembling sheep
That Death alone shall save,
Who lives the Curse of Austria,
The Scarlet Curse of Austria,
And knows the Curse of Austria
Will haunt him to his grave.
The Fiery Curse of Austria,
The Crimson Curse of Austria,
The Scarlet Curse of Austria
Will haunt me to my grave.

ASK THE HOBBY HISTORIAN:

The Rollins Rule

Mark L. Berch

(Hello! As you've probably read elsewhere, I've recently won the 1996 election for Hobby Historian. My predecessor Bob did a good job (though I guess you might not have gotten that impression from some of my campaign ads --sorry about that), but I've got some new ideas. One of them is going to be a semi-regular column in DIPLOMACY WORLD. My friend and ally in 1995CM (though it will be former ally by the time you read this) has suggested a question to start things off: What was the origin of the Rollins Rule?)

For those of you who don't play postally, or who just entered the hobby, the Rule (in its original form) states, "When submitting orders by telephone, telegraph, or other electronic means, or by third party, the player's own codeword must be used." The rule was named after, and by, Al Rollins, GM of 1984 WF, which he ran in his 'zine, ILL GOTTEN GAINS.

To give the full flavor of the incident, it would be best to use direct quotations from the people involved. We start with IGG #27:

"1984WF -- Summer 1901. The game is delayed. I have received the following from Dave Springer: 'You got my order wrong. I moved A Vie-Tri, not A Vie-Tyo as was in #26. Enclosed is a xerox of my carbon in case you didn't keep it. Please try to be more careful in the future, as your dumb mistake has caused quite a lot of confusion.' Apparently Dave sent xeroxs to other players, since several mentioned this. Anyhow, his written orders did in fact say A Vie-Tri. However, the night before the deadline I got a change-of-orders phone call, changing just that order to A Vie-Tyo. I should explain my procedure. I keep a spiral notebook and a pad of paper, with some carbon, by the phone. If I get a dippy call, I turn to the end of my last notes in the spiral notebook, slip a carbon and another sheet under the page, and take my notes. Once I'm done, the original stays in the notebook of course, and the carbon gets filed with wherever

it is needed. For this it was the WF folder with the orders. If the conversation were for a game I was in, I'd file it with that game, 'cause I like to keep track of the lies I tell over the phone too! Anyhow, both the carbon and original show 'A Vie-Tyo'. I had also written 'Sounds nervous'. In fact, I remember the call. The person had a somewhat high pitched voice. I waited a few days, and then had my wife call Dave, so he would not be aware of what I was doing. Dave answered the phone and he definitely has a low pitched voice. I tried the stunt 2 days later with the same result. I've also checked with a friend who is in another game with Dave and he said yes, Dave has a low pitched voice. So the caller wasn't him. So it looks like a certain someone who had something to gain has pulled this stunt. Thus, unless I hear some objections, switch the Austrian orders to A Vie-Tri. This of course means that A Ven-Tri and A Rom-Ven both fail for Italy. Deadline is on page 1."

Alas, things were not that simple. The following then appeared in TGG #28:

"1984WF -- Very late summer 1901-- Another game delay. I have gotten the following from the Italian player, Nick Rizzo: 'I most certainly do object. Furthermore, I resent your crack about "a certain someone who has something to gain". You have no business making such comments, and your impugning my honesty can't help but harm me in this game. I most certainly did not phone in those orders you referred to, nor did I have someone else do it. Why do you assume that it wasn't an Austrian plot? He figures I'm going to attack, but he doesn't know whether it will be via Tyo or Tri. So he covers Tri with his written orders and Tyo with a phone call. If I move A Ven-Tyo, he just keeps his mouth shut; and if I open A Ven-Tri, as I actually did, then he denounces the telephone order and again I am foiled. The voice means zilch--

he could have had a friend make the call. And as a bonus he makes me look like a cheat because obviously the call profited me...'. There was more, but that's the main points. Turkey sent me a Do Not Quote letter and I also heard from Germany, but these didn't shed any light on the matter. I'm really stuck here. I'm going to write several other experienced GMs and see what they have to say, and then I'll make a FINAL decision next issue."

And so he did. IGG #29 had the following:

"1984WF -- Absolutely the last day of Summer 1901. I've heard from my friends. For the sake of completeness, I'll print what they had to say on the issue:

Bruce Linsey: 'Accede to Austria's request and switch to A Vie-Tri. If you leave the orders the way they are, you are assuming that Austria is the cheater, i.e. you don't accept his word that the phone call was made by an imposter. This, however, involves no such assumption. Italy need not be the culprit if you make this choice. I feel you should take Austria's word as "evidence" unless you have reason to believe that Austria is lying.'

Jim Benes: 'Replay the season, allowing any player to likes to drop out of the game, full money returned. It's clear that somebody tried to deceive you, but it's unclear who. For all you know, it was a player other than Italy or Austria trying out a new-y-thought-of technique. I'd also advise you to require all moves in this game to be written from here on out. You can't have an honest result if somebody tries to abuse the convenience you've allowed by accepting telephoned orders. After all, it did start out as COSTAL Diplomacy.'

Doug Beyerlein: 'I advise you to leave the adjudication as (A Vie-Tyo). You had no protection mechanism set up to protect yourself from allegedly honey telephone orders and thus are forced to assume that all phone orders are real. Without a codeword system you have no other choice as you have no proof one way or the other about the phone call changing the order to Tyrolia. Obviously this hurts the Austrian player's position (with Italy now in Trieste), but either way the GM decides A Vie-Tyo or A Vie-Tri) someone is going to get hurt. It is impossible to

know whether or not this is fair, as the Austrian player may have just outsmarted himself with this trick (if it is an Austrian trick as the Italian player claims), but at least this ruling is consistent with the above stated GM assumption that all phone orders are real and, if nothing else, a GM should be consistent in his rulings. Of course, in the future the GM should use a password system to prevent this problem from occurring again.'

"For those of you unfamiliar, Jim and Doug have been GMing since at least the early 70s, and Bruce since the late 70s.

"Fat lot of good that advice does me. Ask 3 GMs and I get 3 answers. No matter what I do, two of them--and presumably many others--will think I'm running the game wrong. If I guess incorrectly here, the game could be called irregular. So: the game is cancelled, your fees are returned. This game is tainted--I feel fairly sure it has a cheater in it. You can sign up for another if you want, though I won't put more than 2 or 3 of you into one game. I am very sorry, this may be the coward's way out, but my decision is FINAL."

Once his decision was made, Rollins promulgated the rule requiring the use of codewords except for ordinary letters. This was of course not the first use of codewords. GMs in the past had occasionally required them for all communications. The solution was more harmful than the problem, since it always engendered a stream of NMRs from forgetful players.

(Continued on p. 9)



"And you, my dear, get Austria."

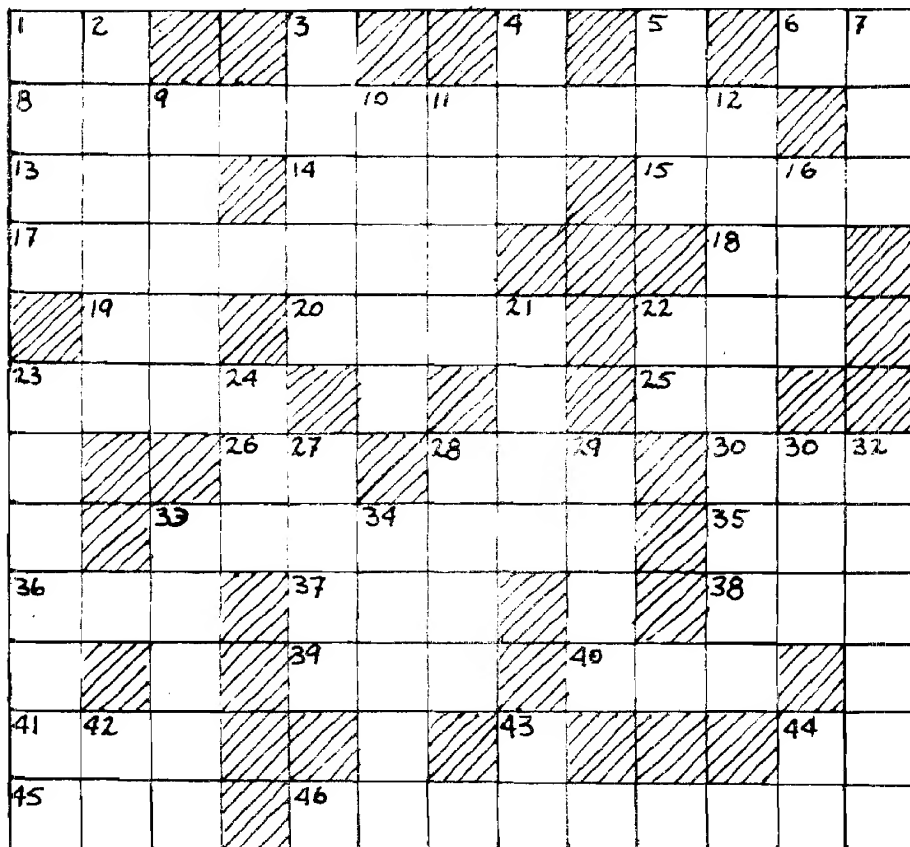
DIPLOMACY CROSS

Bill Becker

W
R #2
D

DEADLINE:

15 February
1983



This issue we have another crossword which Bill Becker has sent us and has graciously allowed to have weird, perverted things done to its definitions by the Editor. It is in some respects an easier puzzle than the last one, but it should still have some challenges. As with the last puzzle, many of the definitions do not seem to be connected with Diplomacy, but will still yield the full or abbreviated name from the Diplomacy board.

The individual who sends us the first completely correct solution to this puzzle will receive a 2-issue extension to his DW sub; if no solution received is completely correct, the prize will go to the most nearly correct solution.

ACROSS

1. Latin saints, but German devils.
6. 99% of the hobby (see 44 Down).
8. Cz: E & W; Diplomacy: N & S.
13. What 46 Across is known for being.
14. True-blue allies.
15. Early variant type.
17. Good if you win but bad if you get caught.
18. What's this Vietnamese surname doing with that famous barber?
19. Strictly little league.
20. Society spoofers.
22. Let's you and him fight!
23. Rounds you don't compete in.
25. Same-same (abbr.).
26. A cuddly BEM, yet!
28. Shot down 10 Fokkers.
30. If the owner is mad, a Diplomacy game here could have explosive results.
33. If you plunk the magic twanger, do you get a Frenchman?
35. .003861 sq. mile.

(ACROSS)

36. Weird place for poison (except in Diplomacy).
37. Role model for Anthony Quinn.
38. Most unpopular initials in postal play.
39. A day on the Moldau.
40. The father of Eorl and the son of Thengel had this in common.
41. Bad border area, then and now.
44. If we ever have a DipCon here, forget about driving.
45. 108 to a complete one.
46. Neighbor to both of #8.

DOWN

1. MASH nurse.
2. Source of X-rated family entertainment.
3. Old friends of Iran.
4. Very palpable (Hamlet).
5. Shakespeare's most popular chemical element (abbr.).
7. Not made in Bucharest.

9. Beyerlein gave up Diplomacy for this?

10. What you can always tell (besides the English and the Germans).

11. E, F, G, not H, maybe I.

12. "Which space is often misspelled with an 'I'?" "I'll bite."

16. Probable site of "Atlantis".

21. "Raptures and roses" (Swimburn), as any Diplomacy player knows.

22. God (abbr.), and don't you forget it!

23. Mostly Russia, even with that Dutch name.

24. First blood was here.

27. Prominent hobby pet.

28. Gettin' older an' not fer it.

29. Jane was a circuit judge?

31. The Ireland of the East (but no island).

32. Modern stalemate line.

33. Half of the California mix.

34. The envious Italian.

42. Not only a god, but an element, too.

43. Still bugging the site of DipCon XVI.

44. 99% of the hobby (see 6 Across).

THE ROLLINS RULE

(Continued from p. 7)

Other GMs had on occasion issued codewords, but had made them optional in all cases. However, that viewed codewords as a protection for the players; 1984WF made it clear that a, or even the, major reason for codewords was for the protection of the GM. As the 1986 GMing Handbook put it, "The GM is entitled to expell a player for deception of the GM; some even view this as a responsibility. However, he cannot effectuate this power if he doesn't know who is doing the deception. The use of codewords for phoned-in orders makes this easier, and more important it discourages the deception in the first place. Preventing a problem such as this is always superior to any solution." It should be noted that the 84WF business got a great deal of publicity at the time, and that fact no doubt gave the incident more impact. A number of GMs at the time expressed sympathy to Rollins at the awful quandry he was in. Several of the players in 84WF were later to say that they felt that all of them had been tainted by suspicion from the hobby--the feeling that there was, in a way, one

chance in 7 that any given player in the game was a cheat.

The Italian player found an interesting way to deal with the problem. He left the hobby about 5 years after the incident, but Diana Rivers managed to grab him then for one of her "Exit Interviews", where he said: "I didn't make the phone call, and I don't know who did. But WF got a huge amount of publicity--everybody knew about it. I was sure that people were suspicious of me, even if they didn't say anything. There was nothing I could do about that. So I figured I should try to make the best of it, try to turn it to my advantage. So if someone brought up the subject, and even sometimes if he didn't, I hinted broadly that there was more to this than was generally known, things I hadn't discussed publically. The implication was, of course, that if we became friends and allies, I'd confide in them. If they seemed interested, I'd eventually come across. I had two lines I used. One was that it was Turkey's doing, not so much to affect the adjudication, but to poison the A-I relationship right from the start, and in general to besmirch both I and A. The second theory was that it was done by someone outside the game, an enemy of Rollins who wanted to screw up his game. Both theories were pure jive--but, hey, this is Diplomacy! I didn't always go through this routine, only when I thought it might work, and I had to guess which story they'd find more plausible. In one case a guy told me much later that he had decided to ally with me in part because he was curious about this, and I'm sure there were others. I wish it had never happened, though."

So that's the story. The recent Roll on GMing Practices showed that 62% of all GMs use the Rollins Rule or some simple variant thereof.

((Note: Although the actual incident has not happened (yet), the statements attributed to Benes, Beyerlein, and Linsey were actually written by them, at the request of the author and on the basis of the facts of the case as presented in the first portion of the article. The names Rollins, Springer, Rizzo, and Rivers are of course fictitious.))

DIPLOMACY

& the Art of Paper Selection

Jack Fleming

There can be little doubt that letter writing is the most important part of good Diplomacy play. A player who writes a lot (but not too much!) is practically guaranteed a good finish in a game. But is it that simple? Aren't there contributing factors? Don't you have to know good strategy and tactics? Isn't it a detriment to write like an eight year old no matter what you write? Aren't letters better than postcards? The answer to each of these questions is, "Yes, of course."

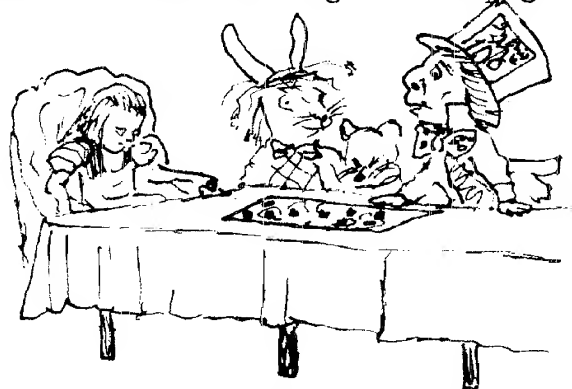
But while they are all important, some rank over others and some are more easily improved than others. One of the pivotal issues currently stirring various American 'zines is the question of optimal paper size. Is 3"x5" too small? Is 8½"x11" too large? What gets the best results? I'd like to cast my vote for that old standby--the 6"x9" pad of blank paper. And here are the reasons why.

First off, I totally reject the small torn bits of paper as showing a much too cavalier attitude toward the game and the opposing players. A torn-off scrap might be convenient for the writer but the reader is usually insulted. "All this 'ally' could send is a piece of scrap paper? Is he really taking this game seriously?" I think it's pretty obvious that the scrap tearer is going to come out on the short end of many alliances just because of his paper selection.

How about postcards, then? They are small, convenient, cheap, and can hold a lot of information when a typewriter is used. So what's the problem with them? The problem is the competition. If they are using scraps of paper, edges of newspapers, or toilet paper (regardless of its condition) you should do pretty well with postcards. Or if there isn't much to say (if you are France and you're writing to Turkey)--then great. No problem. But if

your opponents are halfway intelligent and are using decent paper and a regular envelope then you might be sunk. When it comes right down to a decision between equal allies--one who uses postcards and one who writes letters--the letter writer is going to win 83.6% of the time (findings of an independent survey company, 1977). Just because it looks like the letter writer cares more about the game (he at least licks an envelope) he's going to win those close ones. And that's what separates the Dave Crocketts (who won all 8 of the games he entered) from the rest of us.

What about the standard size... 8½"x11"? That should be perfect. Why else would they call it the "Standard Size"? Wrong! Too big! No doubt about it, the usual Diplomacy letter doesn't need that much space. Your letter ends up drifting about in the middle of a sea of white paper. And the impression this gives to the reader is devastating. No matter how well written your arguments, how novel your tactical ideas, they will suffer from the general drifting impression that the huge white page



Well, if she won't agree to a four-way draw, I say let's dunk her head.

gives them. We call the 8½"x11" sheet the "Moby Dick". The only reasonable use for the Moby Dick is for those extra special long letters--pre- or post-stab letters. And even then there is a better choice.

So now we come to my personal favorite and according to the latest surveys the most effective paper size for general diplomatic use--the classic 6"x9". The 6"x9" (or as it is known in the hobby, "The Ally-Maker") is ideal for several reasons. First, it matches the classic Greek measures for the "Golden Rectangle". It has that classic well-formed look when it comes out of the envelope (the 3 5/8" x 6½" envelope is best--but that's a whole different article). So the reader's first reaction is, "My, what a handsome letter!" The page is usually filled, or at least sufficiently filled to avoid the "Lost at Sea" aura of the larger sheets. It fits the hand well, does not impress the writer for non-essential information "just to fill the page", and gives the reader the impression of a well thought out letter even before the first word is read. All this works to the letter writer's advantage.

If a longer letter is called for, then the Ally-Maker is great because it allows you to write more pages for the same number of words. Instead of one or two Moby Dick sheets the reader is confronted with three or four Ally-Makers. It gives a more powerful impression--which is just what is needed for those pre- and post-stab letters. If a quick letter is needed just before the deadline to get that army in Tyrolia headed the other way, then the Ally-Maker is just the thing. Even partially filled it doesn't give the lost impression of the Moby Dick.

Now just a few final rules. Never use colored stationery. Grandmothers use colored stationery; Diplomacy players use blood. Always use unlined paper. The lined paper only adds to the danger of grade school appearance. Look professional. Always type, but it's a good idea to send a hand-written note once in a while to prove to your ally that you don't write like an eight year old. If you do write like an eight year old, then have an older friend re-copy an occasional short letter for you. Always put your name and address at the top of the letter along with the game's Boardman Number

etc.). It will mean a 63.2% better chance of a return letter being sent within 2 days of receipt of your letter. Finally, write smart, spell right, and don't try dumb tricks (try smart tricks). LONG LIVE THE ALLY-MAKER!

ANSWER TO THE MYSTERY MOVE CONTEST

The "Mystery Move" Contest appeared in EW #30. Basically, 4 units were ordered to a vacant space in S10. Each of these moves was not intrinsically illegal, a point made by saying that each had succeeded during 4 previous separate seasons. None of them was supported, but one of them did succeed. Thus, the question was, how could the other 3 moves fail without entailing a standoff, which clearly did not occur. The contest engendered 16 responses, a very respectable number.

Two answers involve failed convoys. There are several spaces which border on at least 3 bodies of water (e.g., Spa, Tun, Den). If the moves required convoys, but a convoying fleet was dislodged, then the attempted convoy would have no effect on the space, and the 4th move would succeed unopposed. Second, if the move required a convoy, but there was no convoy order (either the fleet was ordered to do something else, or the space was empty), the move would again fail. The great majority of people answering got both of these two answers. Unfortunately, that's all they found.

The third type of circumstance is that three orders came from players who did not own the piece in question. Players can only order their own units; orders coming from other players are ignored. Only one person, Russell Biau, found that particular answer.

Finally, the piece might have been double-ordered. That is, if two orders are given by a player for one of his pieces, then neither of them is followed. The wording was "the moves for that season include the following"--I didn't say that those were the only moves for those pieces. No one got this answer, so no one got the contest correctly.

The special 4-issue prize for the most amusing answer goes to Mark Lew. He found the two convoy answers,

THE MAN BEHIND DIPLOMACY WORLD

Kathy Byrne

For over three years, I have stood in awe of Rod Walker. I have always felt that he had some strange power over hundreds of us, some form of witchcraft which he could use to exile us from this hobby or maybe even this planet. Never has one man influenced so many, except for Hitler, and we all know what a disaster that turned out to be. Is Rod Walker like Hitler? Is he a warlock? Or is he just plain Godlike?

In July, I had my big chance to meet Rod. I'll bet you think I was excited; well, guess again. As one of the people in this hobby who tends to make her opinions known, and one who is not afraid to disagree with anyone, I found myself dreading the time when our paths would cross. All I could imagine was this grumpy old man with no sense of humor walking around with a big stick in one hand (to keep us all in line) and a Diplomacy Bible in the other. Never has anyone been so creative with her imagination; in plain English, never has anyone been so wrong!

Walking to the Diplomacy panel discussion meeting room that Saturday morning, I found myself getting all worked up over the meeting. I can't even remember the last time I felt my palms sweating and my knees knocking. What kind of person could bring on this sort of reaction from someone as unafraid as myself? For the first time in a long time, I realized how much trouble my big mouth had probably gotten me into--I realized it had probably gotten me thrown out of the hobby, or at least

a good tongue-lashing from Rod.

Well, there he was, and there I was. I thought about trying to slip into the room and slink into a chair in the back and be totally quiet, and that way maybe no one would recognize me. Rod would never find out my true identity. However, that was impossible, as I am never quiet, and in a Diplomacy meeting I am about as inconspicuous as Mark Berch in a barber shop or a giant in Lilliput. So I got up enough nerve to walk up to Rod Walker and introduce myself.

So I put my best sneaker forward and walked right up and said, "Hi, Rod, I'm Kathy." And then he showed his true colors, no more monster, no more god, no more warlock--he actually put his arms around me and gave me a kiss (I'll never wash my cheek again), and said, "Nice to meet you." Could this really be the same Rod Walker that 10 minutes earlier had me scared to death? It sure could, and as the weekend continued I learned more about DW's editor.

Next I watched Rod put on the spot at the panel discussion. He was bombarded by questions, and never lacked an answer. The longer the meeting went on the more my admiration for this man grew. After the meeting, I had to play Diplomacy, and a lot of the negotiations went on in the hallway. Many times I would bump into Rod, and he always had an amusing story or joke to tell me. His sense of humor is fantastic, and so another illusion of the sour-pussed old grouch was wrecked. This is one time I must say I was extremely happy to find all my mental images were really off the mark.

I found Rod does not consider himself any different from you or me. In spite of what I had thought earlier, this man actually talks to players not at them. He can even carry on an intelligent conversation with the likes of one as insane as myself. The weekend after the convention, Rod had promised to stop by my house before his return to California. Before I met him, I



"...so then, Duchess, I knew I would have to make a removal. I asked the Queen what she thought I ought to take off. She gave me a clear choice, I'll say that."

"What did she recommend, Alice?"

"Army Warsaw or my head."

sort of hoped he would forget this off-the-cuff promise. But after the little time I had spent with him, I knew I'd be crushed if he didn't think enough of me to go out of his way to see me again, and this time I knew my palms wouldn't even sweat.

Being a man of his word, Rod did indeed make his way to a subway station in Flushing where I picked him up. In the car we talked about the scenery... yes, there is scenery in New York, all you skeptics. Then he found some left over hobbyists at my house. We engaged Rod in conversation and asked a lot of questions about the hobby. We then had him play a game called Power Play with us. He caught on rather fast; too fast! He had to lose a turn and he got to pick another player to lose a turn also--and I was the lucky winner. This man is so much like me, I was amazed.

At 5:00 we left for the airport. His flight wasn't until 6:30 and we had plenty of time even with N.Y. traffic. Sure, we did. I live about 20 minutes from the airport, and about 5:45 Rod was getting nervous. I told him he had nothing to worry about, we were almost there. I hope it comforted him; he should only know I was having a nervous breakdown--I really didn't think we'd make it on time. But have no fear, he left New York on time and in one piece.

When he left I realized that he had totally blown it--no longer would he be feared; no longer would a Scrooge or Frankenstein image pop into my mind when I thought of Rod Walker. From then on, Rod would always be just another person involved in the hobby. Well, not exactly. Rod is a man who deserves respect, and his influence on the hobby is an asset to us all. I am proud to call Rod my friend, and if you ever get a chance to meet the man behind this 'zine, make sure you grab it as he is one of the fascinating and impressive members of the hobby today.

((I almost didn't print this... after all, editors are supposed to be modest, right? However, as Kathy pointed out to me, I did ask her to send something in, and I didn't put any limits on it. Besides, if flattery won't get you anywhere, what will? And for the real low-down on the DipCon and Kathy Byrne, see later this issue. ...RW))

Funeral in Munich

fiction by Mark L. Berch

I suppose I should have considered my campaign in the northeast a success. My German armies had found their targets. But the French stab had soured the taste of success. The Russian player telling me I-told-you-so didn't help, either.

Anyhow, Kie had been taken in F05, and I had saved Mun in S06 only by outguessing his A Kie and standing him out. But he had brought up fresh units, so my lonely A Ber was faced with the dreaded wall of A Kie-Ruh-Bur. If that were not bad enough, the Austrians had armies in Boh and Tyo. It was known that Austrian-Italian relations were not that good, and the Italian would have a choice to make with his A Pie. My diplomatic work was cut out for me.

After the Franco-Italian conference broke up, I collared the Frenchman and launched into my spiel: "Look, you need someone to restrain the Austrian. If you take Mun, I'll be crippled--and unwilling to do the task. What's more, the Italian, needing a build, will...."

He cut me off immediately. "Forget it. I want Mun and I can take it. I need that build and I'm not concerned about the Italians. Whatever I can't reach in the east, Austria is welcome to. Your funeral will be in Munich."

He was ready to say more, but I did not deem that wise. I smiled and thanked him for his candor, which I could see he appreciated. I then zipped over to the Austrian, who had kept an eye on us and had just finished talking to the Italian.

"If you're asking for support for A Ber-Mun, you're wasting your time. I've got...."

I didn't let him get any further. "No, no, it's not that. I'm not concerned about France. He's sliding his armies to Gas and Bur to prepare for a war with Italy. I don't want you to take Mun. Who will check the French growth; at least, who will slow him down? You are in no good position to do that

yourself. Let me keep Mun. You know I am no danger to you, as my attention will be taken up by France. Venice, you will notice I'm sure, is open." I spoke slowly and repeated myself a few times. It seemed he was rethinking things even as I spoke.

"No dice," he said firmly. "I want it myself. If I restrict his growth by taking Mun while I can, he'll be more inclined to go against Italy rather than mop up against you even further. Plus I've promised Italy I'd evacuate Tyo, and I've run out of excuses for not doing it by now. And if I let you build this year, it's going to slow the business of my taking your Russian centers down."

I continued to discuss things with him, but I could see there was no point in trying to budge him from his stance. I raised other issues, trying to see how much of Russia he wanted, trying to get him to keep talking of his plans, to get him to keep talking.

Orders were then due. As was our custom, each read his own. France started first, and ended his reading with, "A Kie and A Bur S A Ruh-Mun, A Ruh-Mun. Sorry, pal, but I'm trusting Italy here."

"Damn," said Austria. "I wasted my move. I could have blocked Germany out of Silesia. I might even have taken Ven."

"Venice?" inquired Italy. You'd go for Venice?"

Before Austria could calm him down, France cut through and bellowed, "Your orders!"

Austria unhappily read through his, ending up with "...A Boh S A Tyo-Mun."

France grinned and boasted, "Ha! He who opposes France fritters away his moves. Get thee to the east."

I then read mine, ending up with, "A Ber S Austrian A Tyo-Mun."

France, who seemed to think he was supposed to provide commentary on every move, said, "I thought you were going to support A Pru-Sil with that, as a ... wait ... actually, you can't support the dislodgement of your own ...um.... Damn!" He then turned to Austria. "You fool. He supported you. It's 3 on 3 now, so he keeps Mun. It's your fault. If you hadn't attacked I'd have gotten in."

Austria was unhappy and in no mood for France's abuse. "Well, if you

hadn't attacked, I'd have gotten in."

"That's all right," said France, starting to calm down. "It's just going to take longer to bring Germany down, that's all. That build wasn't vital to me. I can...."

"Actually, you have a removal," said Italy. "I took Mar."

I waited until the rest of the orders were read and then, staring straight at France, said, "I took StP this year, and guess what open home center...I said, open home center... that build will come in?"

Yes, the game was looking up. The build, the units which had entered Sil and Den in the fall (not to mention F Bot, which was now free to move to the Baltic), the bad feeling between France and Austria, Italy's attack on France. Yes, there was a funeral in Munich, but the casket was empty.

(ANSWER TO THE MYSTERY MOVE CONTEST)
(Continued from p. 11)

but managed to befuddle himself in a funny way by trying to calculate the actual number of permutations of circumstances where this will occur.

Several people commented on how much they enjoyed the contest. Good. Another contest will appear in 1983.

...Mark L. Berch

AND

Next in the "Hobby Historian" series:

WHO WAS THE SLEAZIEST DIPLOMACY PLAYER OF ALL TIME?



Excuse me, sir, but I'm taking a survey. What is your opinion of "no smoking" rules at Diplomacy tournaments?

HONESTY is the best policy

or: HOW TO WIN AS GERMANY WITHOUT LYING
George Leritte

Are you tired of being caught in a web of lies as the German player? Trying to balance the diplomatic negotiations between France, England, and Russia in 1901 can be exasperating while trying to obtain that valuable initial alliance needed in order to grow strong enough to enable you to negotiate from a position of strength. Usually you must lie (discretely, of course) to either France or England or both in order to obtain the needed alliance. And another important decision you, as the German player, must make is whether to stand Russia out of Sweden. However, the ally you choose too quickly may stab you at the first opportunity. So what is needed is a way to buy you some valuable negotiating time and to instill in both France and England a degree of faith in your trustworthiness. Then what you need is called "The Michalski Opening" (lexicographers, take note). This article will tell you how to use this powerful German opening.

In your initial negotiations with France and England, emphasize to both that you have no interest in Belgium. Try to persuade France not to move A Par-Bur. Inform him that A Mun will not move into Bur or even Ruh. Tell him that A Par-Pic will accomplish the same thing as a move into Bur when moving toward Belgium, and that it will make you feel 100% better because you will not have to worry about a move into Munich. If England wants to know if you are planning on bouncing Russia in Sweden, tell him you will think about it. Tell Russia that you are not moving to Denmark in the Spring and that therefore you will not contest Sweden with him. (He will assume that F Kie will move to Holland.) Remember that you have not lied to anyone because your Spring 1901 moves are: A Mun-Kie and F Kie-Bal. What about A Ber? Leave it unordered! This beautiful set of moves gets you branded immediately as a Klutz! No one in his right mind would use these moves because they look as if they will go nowhere. However, there is a method in your madness. France, England, and Russia should all be lulled

into underestimating you.

Since you now appear to be a klutz, both France and England should pursue their own plans and leave you alone. If they have moved against each other, you are not in a position to help either one, and you tell them that you may be able to help them in 1902. If one has moved against the other (it does not matter which one has attacked), then again you say, "Maybe next year." And if they have moved away from each other--England against Russia and France into Iberia, then neither one needs your help. In any case, your main intention is to stay helpful, neutral, and above all communicative. Your major worry is the French army from Paris. If it is in Picardy, then it should take little persuasion to get France to move it to Belgium. If it is in Burgundy, then you must persuade France to move it to Belgium. Tell him that attempting to move into Munich will only succeed in getting you angry at him. Explain that his A Bur is the only way to prevent England from getting 2 builds, as you cannot stop it. Tell him that he has wronged you--he did not trust you when you said you would not move against him.

If England has moved north, then persuading him to go for Norway and Belgium should be easy. If he tries for either of the traditional German gains of Denmark and Holland from the North Sea, then he will only bounce your units out of those centers, which will only serve to anger you. Point this out to him. Tell him that Belgium is his best bet. Show him that since you cannot stop France from gaining Belgium, it is in his best interests to try for it, not only to gain a second build, but to stop France from getting a third one. If Russia has moved north with A Mos-StP, you can promise help against Russia. Your seemingly out-of-place units should reassure both France and England that you are not planning to move against either.

Russia will get angry because he

thinks you have deceived him and that you will stand him out of Sweden. Re-assure him that you do not have the slightest interest in Sweden and that he is welcome to it. Now for the Fall 1901 moves: A Kie-Hol, A Ber-Den, and F Bal C A Ber-Den. If you think France will try for Munich, or if Italy is in Tyrolia, then F Bal-Den and A Ber-Mun will protect Munich while you still gain 2 builds. At the end of SO1 the proper Russian response to a suspected bounce in Sweden is to order F Bot-Bal. This will fail against the convoy. You have yet to tell a single lie and still have gained 2 builds. Because you have a 2-on-1 against Sweden, Russia gets even angrier. He will surely write nasty press and suspicious letters.

Now your options multiply. You can move immediately against France or England, or you can continue with the Michalski Opening proper. If you have used the alternate move to protect Munich, then build an army for use against whomever made you use the alternate moves and go against him. If you used your original moves, tell France you will not build an army in Munich if he will not build any armies. Remind him that you did not move against him with A Mun and that he has nothing to fear from you so long as he does not attack you. Then tell England that you are building A Kie, and that you will build in Munich, moving "Mun-Bur" in SO2. Then build A Kie and F Mun, order "F Mun-Bur" to gross out your GM, and remain honest to all. Even though this looks insane, it will reinforce the klutz idea and keep everyone off balance.

In the Spring, tell France you flubbed the build on purpose to help him against England, and ask him for Belgium in 1902 as everything else appears locked up. Ask England for Belgium with the same reasons and tell him: "I'm your buddy. Only a fool would build F Mun. It seems to have been a mistake." All of this is true. Remind both that you have only 4 units, and ask them, "How formidable can a 4-unit Germany be? You have nothing to fear from me; although I can be vicious when attacked." Also, continue to assure Russia that you are not going to attack Sweden. He will totally disbelieve you because of what he thinks is the underhanded way you have deceived

him. He will probably scream to have you thrown out of the game because of the way you flaunted the rules when you built that "F Mun". Then if you were successful in your negotiations with France and/or England, your SO2 orders are: A Hol-Bel, A Kie-Lvn, F Bal C A Kie-Lvn. Leave A Den unordered. These moves illustrate that you have kept your word all the time. You went to Belgium with French or English help and you did not attack Sweden. No one can assert that Livonia is Sweden. Alternatively, you could use A Hol to support a French or English move to Belgium.

You announce in the concurrent Spring press: "The lying, ill-mannered Tsar needs to be removed." Since he probably has been bad-mouthing you in the press and in his letters, and since you are innocent of any wrongdoing (you have not lied once), you loudly proclaim that he should not be allowed in the hobby. And since he has been saying all those nasty things about you, you declare war on him. From Livonia, you have a shot at 3 of his centers: Mos, War, and StP. Sweden should fall with ease. This, along with your bad build from 1901, gives you 3 builds, and a possible fourth from Belgium.

The benefits to be gained from this opening are legion. First, the attack on Russia should more-or-less be a surprise, especially the convoy to Livonia. Second, you have weakened Russia at an early stage. Third Russia's enemies will be eternally grateful to you for weakening him. Fourth, you have had time to choose your permanent ally, which does not have to be France or England. Fifth, everyone except Russia and his ally --and maybe even them--will be clamoring to be your ally, because of your cleverness. Sixth, the normal German problem of shifting forces toward the east is eliminated. And seventh, you should not have to lie for the rest of the game--everyone will give you the game on a platter. No one wants such insanity against them.

((George...are you sure this is the Michalski Opening, and not, say, the Gibson or the Gemignani? If anyone tries this one, do be sure to let us know how long you survived. ...RW)

It's a bird? It's a plane? It's George Reeve? Unfortunately, no. Instead we are going to poop the party. Once again the Good Fairy of Postal Diplomacy flits to:

DIPCON XV

Jim was feeding the dogs. He's always in a good mood when he's feeding the dogs; there's something about sweet, fuzzy little white poodles that does that to people. He had just thrown a rival dog breeder into the pit and the screams had been replaced by a soothing sound of bones being crunched. So I said, cheerily, "It's DipCon time again."

"How much do you want?"

"Nothing; honest, I saved it all myself this time."

"Good. I can't afford to bank-roll the stupid trip anyway. I've got to replace some of the carbon steel cages the little darlings are chewing through. Have a good time."

"But I need a ride to the airport."

"In my car?"

"Unless you would like to drive Pigpen."

"Eeeeeeggyuchch."

The drive to the airport was more or less uneventful if you don't count typical Southern California traffic: Jim was going 85 and was being passed by every car on the road.

I checked in at the airport and went to catch my flight. I got an uneasy feeling at the security point ...primarily from this bearded guy in a burnoose who was trying to convince the security guard that PLO stood for "Persimmon League of Ohio". I went through the checkpoint, turned right, got lost, and wound up back in front of it again. This time the bearded guy was trying to convince the guard that his Uzi semiautomatic was a Civil War relic. I went through, turned left, got lost, and wound up back at "Go" again. This time the guard was gone and the bearded guy was running the checkpoint; I really got uneasy then. He said to go through the metal detector, and I said "Yassir", which seemed to make him happy and I got through OK.

Since there was no direct flight to Baltimore, I took one to Dulles which my travel agent billed as "a

nice little cheapie with a few stops." There sure were: El Centro, Yuma, Tucson, Albuquerque, Roswell, Amarillo, Enid, Oklahoma City, Texarkana, Little Rock, Memphis,.... The guy with the beard and burnoose tried to hijack the plane, but he ran afoul of another hijacker, an Iranian who kept spouting off about "Holy Father Khomeini" and "Holy Mother Sheep"; they killed each other off in a shoot-out in the first class cabin. It was much better than the in-flight movie.

After a last refueling stop in Hagerstown, we flew on to Dulles, arriving at about 6am Saturday morning. I was scheduled for a panel on (ta-taaaa!) the future of the hobby at 10am. So far so good. I couldn't remember if my car rental reservation was with Avis or Hertz. I tried the former: no luck. I tried the latter: also no luck under my name. Then I asked if they were holding a car for a bearded guy from the Persimmon League of Ohio. They were. "That's me," I said, and finally got a car.

The trip from Dulles to Baltimore was relatively uneventful, if you don't count all the cars with "Moral Majority" bumper stickers trying to run off the road any car whose driver looks as if he's having a good time.

My first stop was the digs of Fred and Inge Davis who, even though they had met me before, volunteered to put me up for the Con. The Davis home is one of those charming Baltimore block houses, with the master bedroom on the top, and the second bedroom below that, and Fred's office below that, the living room below that, the kitchen below that, then the dining room.... Ron Brown (Canada) and I occupied the fifth or sixth sub-basement, as I recall. Nothing like a good hike up to the kitchen every morning to insure a good appetite.

Then it was out to the University of Maryland for the Con! Fred had been out to the campus the night

before and knew where everything was. He said. "It was real easy to find," he assured me. The Origins people had a spotlight trained on Mark Berch as a sort of reflective beacon. Fred confidently pointed out a building clear on the other side of the campus and we hiked over. After several minutes of climbing up and down stairs and prowling around corridors, he decided it was the wrong one. He asked directions and we went to another building. That one proved to be a dud, too. We toured a few more buildings, wound up at the first one we were in, got new directions, and finally found DipCon in the first building we passed when we came on campus. I had forgotten that Fred's sense of direction is rivaled only by Peggy Gemignani's sense of tactics.

Anyway, we were still in time for the panel discussion. As we walked down the hall we ran past a remarkably scrawny individual with something on his face which appeared to be attempting to be a beard (but which, in a dog, would have been taken as symptomatic of mange). It turned out to be none other than fun-loving Bob Sacks, out trying to round up another committee. We declined.

Once in the meeting room, we had no problem finding Mark Berch, but not for the reason you've probably guessed. It was the green styrofoam derby. Now, you've got to admit: there is something about a green styrofoam derby that makes you sit up and take notice...it ranks right up there with, oh, a set of Mickey Mouse ears.

Meanwhile, the room was starting to fill up. Sooner or later the New York contingent would arrive...which meant a long-dreaded confrontation with (gasps!) Kathy Byrne. In fact, it wasn't long before there was a commotion in the hall and breathless whispers of, "It's Kathy! It's Kathy!" "Oy," I thought to myself, "she's gonna walk all over me." Then she appeared in the doorway, surrounded by an adulatory throng. I could see her flexing her tongue. She advanced toward me on her spike-heeled sneakers, picking her teeth with a skull-handled stiletto. Well, if she tried any rough stuff I had my heavy-duty squirt gun! So I walked up and introduced myself. In a matter of moments it was all over: we had kissed and made up, and I had ceded all my home centers to Kathy in return for guaranteed survival in Tunis

(and I'm not even in a Diplomacy game). Quite a persuasive person, that Kathy. But she's not as smart as you might think. I got her down to a ridiculously low price for a 49% share in the George Washington Bridge...so you lost out on that one, Kathy, hahaha.

We got through the panel discussion without too much difficulty; it was on this occasion that Bruce Lindsey delivered his now famous "Diplomacy is a River" speech which had such a profoundly illuminating effect on so many people. Here they had been wondering all these years how it is that flamingoes can go to sleep standing up....

Not on the panel but very vocal was hobby founder, John Boardman, whose resemblance to Larry Peery is remarkable (assuming you can picture Larry after 18 months of avoiding a barber and otherwise going to seed). John is remarkable for remembering more things which never happened than anyone else in the hobby. He was very congenial on this occasion, a remarkable circumstance in itself; and many people were disappointed I didn't try my well-known "handshake gambit" again this year. But of course John's wise to that one by now. As it was, I wasn't the only one surprised that he was even in the same room with me.

Well, so much for hatchet-burying time. Now it was knife-burying time: the tournament! Simply boodles of people showed up and registration took forever...partly because Mark asked them for their life histories on the back of the registration form. Another time-consuming procedure was having the hobby's answer to Helena Blavatsky, Buddy Tretick, registering as "Bernie Oaklyn", "James Alan", and so on; we lost track of how many times he went through the line. It was nice to see Buddy again after all these years...he still answers to the name if you catch him off-guard. The tournament itself seemed to go smoothly enough, although the floor did get a mite slippery with all that blood.

After Round I we got another treat: the DipCon Society meeting. For those of you who haven't attended one of these thrilling affairs,

let me summarize how they work. First there are bids from the prospective sites for the next year's DipCon and the selection of the site. Once that dull bit is out of the way comes the real excitement of the meeting: Bob Sacks will bring up some obscure point which may or may not have been discussed at a DipCon Society meeting five years before and which is irrelevant to whatever is being discussed now. That can always be counted on for 20 minutes or so of amusing confusion. Then various people will bring up proposals, including 20 or 30 amendments to the DCS Charter. Most of these will be tabled or lost in a jumble of parliamentary confusion. Every once in a while, though, a proposal will come up and Bob Sacks will say, "I have no objection to this, so it is not controversial." The proposal will then almost immediately be voted down. After an hour or so of this somebody will move adjournment. This is the one proposal which everyone can understand, and it will always pass. This whole thing is a performance not to be missed, so be sure to attend the next one in your neighborhood.

The second day of the Con just sort of petered out. Bob Sacks made a few half-hearted attempts to organize some more committees (immortalized by Scott Marley in a pair of spiffy limmericks), but it just wasn't catching on. Mark Berch took off his derby in direct sunlight a couple of times, but it failed to attract much notice. Fred Davis claims to have found his way to another place on campus on the first try, but he was alone at the time and there were no witnesses. Al Pearson attacked a player who was more than half his age, but it passed all but unnoticed. Kathy Byrne actually failed to twist a knife as she drove it home, but maybe she was just tired from non-stop partying the night before. Gary Coughlan was virtually sober the whole time, which was no fun at all. Julie Glass made quite a showing, but this seems to have caused considerable decline in interest in Diplomacy.

Once the Con was over, I spent the next few days riding the rails and sightseeing in Baltimore, Philadelphia, and New York. I won't bore you with all the non-hobby details of that (not even the dinner invitation from George Scithers which I had to turn down).

My next Dippy date was in New York at ByrneCon IX. Ah, New York; the skyline gives you a nosebleed just to look at it. (There are tall buildings in California, but more typical of our mental set is the community of Lemon Grove, south of here, where the tallest building in town is 4 stories and is referred to as "the high rise".)

Riding the New York subway is at best a trying experience. Try it with 3 pieces of luggage some time. It's a real laugh riot. Alas, it was also virtually the most exciting thing that happened in the Big Apple while I was there...unless you count navigating Broadway from 44th down to 9th on foot around midnight. But I hardly saw any rapes or muggings.

ByrneCon was in Flushing, which is quite a subway ride. After waiting on a corner for an hour or so, I was finally picked up by Kathymobile. That was an interesting procedure: Kathy slowed down to about 5mph so I could jump in. As she explained later, "If I stop it, we may never get it started again." With Kathy was ...you'll never guess...Bob Sacks.

Bob looked very smug. "Congratulations," he said. "You have just joined my 10,000th committee. That means you win a prize."

"What?" we both asked, pretty much knowing what to expect.

"Free membership in my next 100 committees!" Kathy drove by the subway entrance at about 20mph and we heaved him out at that point. (But he called Kathy's place later to organize...well, you know.)

Later on Kathy drove up in front of a drugstore. Right next to it were three "QUARANTINE" signs... from the New York Department of Sanitation, the U.S. Department of Agriculture, and the World Health Organization. "Well, here we are," she announced.

"Wow," I observed. "That store must really be the pits."

"You mean the signs? The drug place is OK; the signs mean us."

We got out of the car. It coughed, wheezed, shook, rolled over, and died. Kathy kicked it; it shuddered a little. One of the tires went flat, punctured by a spike-heeled sneaker.

(Continued on p. 23...gasp...)

L'Imperialisme



L'IMPERIALISME

A DIPLOMACY VARIANT

© 1982 by Lew Pulsipher

1. This game is played using standard Diplomacy rules except as follows.

2. Board. A new board section is added to the original Diplomacy board. Connections between the old and new areas are shown on the addition. There are 29 additional provinces (including 19 new supply centers, though one of these is in an "old" province) and 6 new sea spaces. Palestine is a double-coasted province (like Spain) with west and south coasts; Egypt acts, for movement purposes, as Constantinople or Denmark or Kiel does (owing to the Suez Canal, which is not marked on the map).

3. Armed Neutrals. The 12 neutral countries of standard Diplomacy, plus Abyssinia and Transvaal in Africa, are each occupied by an army. Except for Portugal and Belgium, these armies are in civil disorder.

4. Home Centers. Each Great Power occupies, or controls the occupants of, 2 additional supply centers. These are listed below. Each Great Power has one additional home center, underlined in the following list. See Rule 5 for Portugal & Belgium.

AUSTRIA: Belgium and Belgian Congo; ENGLAND: Cape and Egypt; FRANCE: North Africa and Madagascar; GERMANY: German East Africa and Kamerun; ITALY: Libya and Somaliland; RUSSIA: Portugal and Angola; TURKEY: Mesopotamia and Palestine.

5. Austria and Russia. Austria controls Belgium and its colony, the Belgian Congo. Belgian units are ordered by the Austrian player, but are treated as a separate Great Power. Similarly, Russia controls Portugal and its colony Angola. Conceivably, Belgium or Portugal could win the game, though this is unlikely. Only Belgian units may be built in Belgium, only Portuguese in Portugal.

6. Winter 1900. The game begins with a negotiating session followed by Winter 1900 builds. Until then, all player-controlled supply centers are vacant. Winter 1900 build orders are restricted as follows:

AUSTRIA must build armies in Belgium and Belgian Congo.

ENGLAND must have 3 or 4 fleets, not more than 2 of them in England.

FRANCE must have 1 or 2 fleets.

GERMANY must have 1 or 2 fleets, not more than 1 of them in Africa.

ITALY must have 1 or 2 fleets.

RUSSIA must build armies in Portugal and Angola, and must have at least 1 fleet in Russia.

TURKEY must have exactly one fleet.

In Winter 1900 only, units may be built in the center occupied by each Great Power which is not a home center.

7. Winning. A Great Power wins when it has 27 or more units on the board.

NOTE: Rules for control of neutrals from "Struggle for Hegemony in Europe" in DIPLOMACY GAMES AND VARIANTS may be easily adapted for use with this variant. Various limited-victory criteria can also be used.



VARIANTS

LEW PULSIPHER

Fred Davis sends along the following additional information on the Woolworth games (see DW 30):

There may be some confusion in the article on Woolworth II and II-A, since the Rules say "II" and the map refers to II-A. A comment could have been added to the introduction: "Since the only completely new space added in Woolworth II is the Morocco/Algeria split, we are furnishing a map of Woolworth II-A instead of II. It should be noted that while Crete, Iceland, and Switzerland are passable and neutral supply centers, and Galicia is also a neutral supply center, in II; the additional passable spaces shown on the enclosed map (Lapland, Basque, Sicily, and Transylvania, plus three sea spaces) are not used in Woolworth II."

Here is a breakdown of which spaces are added in the successive Woolworth versions (supply centers underlined):

Woolworth I--Iceland, Switzerland, and Morocco/Algeria split. (Trial version, superseded by II.)

Woolworth II--As I, plus Crete & Galicia.

Woolworth IIA--As II, plus Basque, Lapland, Sicily, Transylvania, West Atlantic Ocean, High Atlantic Ocean, and Bay of Biscay.

Woolworth IID--As IIA, plus Ireland, Kazakhstan (touching Mos, StP, & Persia), Macedonia, and Persia; "Spain" becomes "Madrid".

Please also note that the Barents Sea is not identified on the published map.

■ ■ ■ ■ ■

There is one professionally printed variants book, Diplomacy Games and Variants, by Lewis Pulsipher (London: Strategy Games Ltd., 1978). Until recently it has been available, postpaid, for \$5.50 from Gamescience in Gulfport MS. It may no longer be possible to order the book from them and those interested in obtaining a copy should inquire with the author at 700 Morreene Rd., Apt. C-11, Durham NC 27705. Copies may still be obtained in England for £2.45 from Games Centre, 22 Oxford St., London W1A 4XF.

The Science Fiction and Fantasy Variants Package is a hobby publication available (postpaid) for \$3.00 from Lewis Pulsipher (address above). It includes 5 Middle-Earth variants, Barsoom, The Dying Earth, Hyborian Age II, and several others. There are 9 maps, most of them usable with the larger wooden pieces formerly provided with the commercial Diplomacy sets.

The North American Variant Bank is the repository for variants in Canada and the United States. NAVB-West is the Bank's archive and has a collection of about 600 such games. ARDA 7 (\$1.25 from Rod Walker, 1273 Crest Dr., Encinitas CA 92024) lists 430 games of which players may order copies; updates appear in ARDA 8 and 9. However, a new updated issue of the NAVB Catalogue should appear before the end of 1982 and should list over 500 available games. The cost will be approximately \$1.50-2.00. Anyone wishing to order a catalogue of NAVB materials should wait until the new edition is printed. If you wish to reserve a copy, send \$2.00 and the NAVB will return your change along with your copy when it is printed.

(All prices indicated in this section are U.S.\$, by the way.)

D.W. #23 lists a number of variants available from NAVB-East (Fred Davis, Jr., 1427 Clairidge Ave., Baltimore MD 21207). D.W. #25 lists others which are available directly from Lew Pulsipher. Nearly every issue of DIPLOMACY WORLD contains one or more complete variants.

A more detailed version of this information column appears in D.W. #29. There is a brief history of the variant sub-hobby, written by Fred Davis, in D.W. #27 (with follow-on letters from Robert Sacks and Fred Davis in #28).

Rod Walker's global multi-variant "2001" is still available from him (address above) for \$2.00 in the original edition. This game can be played by 3-10 players in a large number and variety of scenarios.

We went in through the "QUARANTINE" and up some stairs. And up some stairs. And up some stairs. And up some stairs. "I thought you lived on the second floor," I observed as the handrail came loose from the wall.

"We do," Kathy replied, jamming it back in and hammering it with one of her lead-handled duelling stilettos, "but the first floor has very high ceilings."

I knew we were close from the bloodstains on the steps...actually not so much stains as dried pools. I might have overlooked them, but I had to watch my step to avoid tripping over the piles of beer and soft drink cans, not to mention potato chip bags, empty cereal boxes, used knives, shredded Dipzines, and enough other detritus to keep a 30th-Century archaeologist happy for decades. I'll say this: Fibber McGee's Closet has nothing on Kathy Byrne's Stairwell.

Then we walked into Chez Byrne. The floor was littered with bodies. "Oh, my God," I thought; "she collects trophies." It turned out, to my relief, that these were all houseguests recovering from a marathon session of "Game of Life" and a sumptuous luncheon of Fritos and Coke. One of the bodies stuck out a hand coated with spilled Coke, Frito crumbs, and various plastic pieces. "Hi, there," it said. "I'm John Caruso and it's time to play Family Feud!"

And before I could say "Golly Gee Hatfield", there we were playing it. I was fascinated, though, to learn such things as: 99% of all those surveyed said the most common thing you do with your dog is "wok it" (well, after all, they were Vietnamese...).

After that it was pretzels and root beer all 'round. Then Kathy's daughter, Phyllis, showed up. Nice kid, although she takes after her mom ...I mean...I ask you: spike-toed bobby socks?? No wonder Eric Ozog is dying to meet Phyllis.

"And now," John Caruso announced, "it's time to play Power Play." With much squealing and giggling I was dragged up to another game board while John very carefully...uh, shuffled...a deck of cards. I was stomped to fudge within 10 minutes amid general hysteria.

After the game, we enjoyed a round of Twinkies and Pepsi. I mention these facts in order to dispel certain Nasty

Rumors that ByrneCons are not First Class affairs. Actually, it is better to classify them as Indescribable.

During this patrician repast, we got a phone call from New York City which occasioned considerable hilarity and merriment...especially when Kathy told Bob (who else?) that I had been elected an honorary New Yorker and President of the New York Wargamer's Association. Even after she broke the connection, the screams were audible.

"And now," John chimed in, "it's time to play...."

It suddenly occurred to me (it was about 4) that I might miss my 6:30 flight, and I asked Kathy if she would mind driving me to the airport.

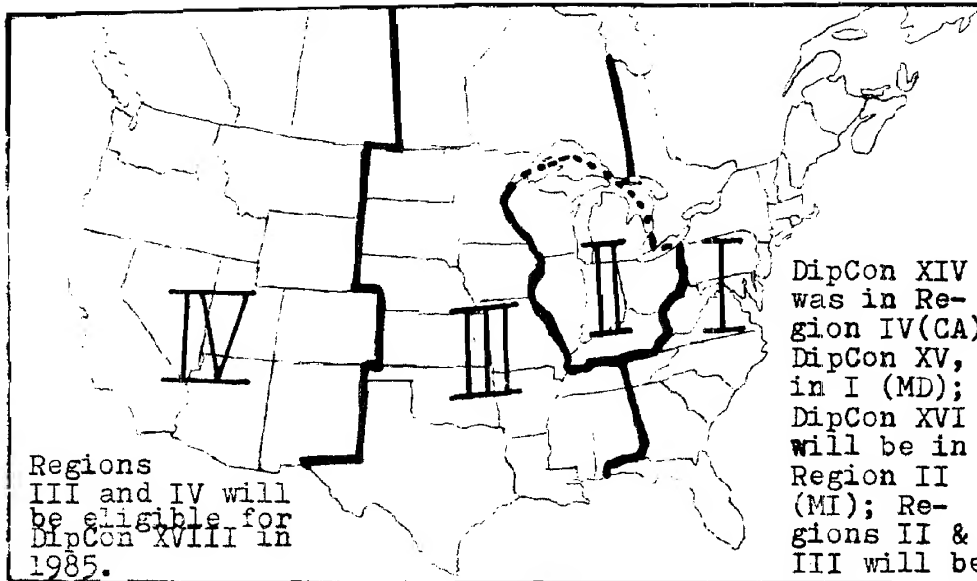
"...Fix That Car," John continued. He then ducked outside and did some amazing things with baling wire, gum, used staples, and several strands of Phyllis's hair. In virtually no time he had it standing at attention, going "chuggachugga-chuggachuggachuggakoffkoffhackchugga-chittychittybangbang" by the curb. He cheerily waved Kathy, Phyllis, and me into the car, saying, "If...uh...when you get to the airport, Rod, Kathy will slow down and you can jump out. Don't worry about being afraid. If you don't jump, Phyllis will kick you." I assured him jumping would present no difficulty.

The New York traffic being "light" (to use Kathy's term), we took only an hour and 15 minutes to drive the 10 miles to the airport. A couple of suggestive motions by Phyllis's foot overcame all fear of flying...uh, jumping...and the sprain wasn't too bad. I limped aboard the plane in plenty of time and got home after only a few stops in Rochester, Buffalo, Erie, Cleveland, Gary, Peoria, Cairo....

At the San Diego airport, Jim cruised by at 5mph and I jumped into the car. The poodles were in the back cargo area, fighting over... something. "The dogs got bored waiting and a baggage steward came by and asked if he could help," Jim explained.

"I see," I replied, looking back at the wagging tails and snapping maws. Ah, there's no place like home.

DIPCON



UPDATE

Regions III and IV will be eligible for DipCon XVIII in 1985.

DipCon XIV was in Region IV(CA); DipCon XV, in I (MD); DipCon XVI will be in Region II (MI); Regions II & III will be

eligible for DipCon XVII in 1984.

THE DIPCON XV DIPLOMACY TOURNAMENT

Mark L. Berch--Tournament Director

By all accounts, the tournament was a complete success. There were 22 board in Round 1, and 16 in Round 2, totalling 38, making it one of the largest tournaments of all time...161 players competed, the great majority of them playing in both rounds. These included one player from Mexico, one from West Germany, and two from Canada. Three persons played under pseudonyms, although their correct names are given in the final standings.

The staff for the tournament included Mark Berch (Director), Rod Walker, Fred Davis, and Herb Barents. Preparations began as early as July 1981. Assembly for Round 1 was on Saturday, 1pm, and for Round 2 on Sunday at 9am. Assignment to boards in the first round was random, except for our effort to provide as wide a geographic distribution as was possible, and to avoid certain combinations which we felt would be unwise (e.g., too many "postal" players in one board). Since the playing time could run until 11:30 pm, the games could set their own pace. In most cases, players took advantage of the plentiful time by taking more than the traditional half-hour per game year, and thus were able to play a less frantic game. The longest game ran until 1912. Players were also able to take a dinner break at the normal hour

(if they wished), something which is usually not possible if both rounds are played on the same day. Assignment to boards in Round 2 was seeded via the "Swiss System"--the best 7 were placed on the top board, #8-14 on the second, etc. The only exception was that no one was permitted to play in both rounds with the same person on the board. Thus, for example, two players got a 17-17 draw in Round 1, which qualified for top board. One of them (the one who reached 17 centers second) was thus bumped to board 2.

"Best Country" certificates were given out each round to those persons with the most centers for each Great Power. This is a slight departure from the usual practice of giving out just one set for the entire tournament. I wanted to give encouragement for players who did poorly in Round 1 to come back for Round 2. If such a player sees that there were several wins in the first round, and thinks that the chances of his winning are very poor, he may feel that those countries are out of reach for Best Country, so why bother coming back?

In addition, plaques were given out for 1st-10th place, determined by our scoring system. That gave 60 points for a win, 47 for being in a 2-way draw, and 9 points less for each successive larger draw, down to 10 points for a 6-way. A bonus of

A bonus of +4 was given for being the largest in a draw, and -4 for being smallest. In 4-, 5-, and 6-way draws, +2 and -2 were given for being second largest and second smallest, so there was a reward for supply center snatching. And finally, 0.01 point was given for each center held at game's end, which was basically a tie-breaker provision. This Berch Tournament Scoring System is a refinement of one used at DipCon XII in 1979.

Players on the top 2 boards were given the right to have those players whose scores were above the median on the board "leveled" down to that median. There had been complaints in the past that going onto the top board with a big lead makes one a natural target for others, and thus introduces an asymmetry in play. As it turned out, the provision was voted down on both boards.

At the end, we had our own awards ceremony, which started right on time at 4pm. The winners were all applauded and everyone seemed to be in a good mood. In addition, a map of the board, made entirely of leather by Dan Wilson, was presented to the winner, Konrad Baumeister.

In addition to the help from the rest of the staff, I received numerous suggestions and comments from people in the hobby during the months preceding the tournament. I appreciate all of this advice.

Winners of Best Country Certificates:

Round 1

Austria--Ben Zablocki
England--Robert Goldsmith
France--Fred Townsend
Germany--Jack Brawner
Italy--Bruce Linsey
Russia--John Kador
Turkey--Konrad Baumeister

Round 2

Austria--Julie Martin & Brian Lorber
England--Dave Spector
France--James Townsend & Eric Ozog
Germany--Scott Hansen
Italy--Kathy Byrne & Shaun Kelly
Russia--Randy Moran
Turkey--Mark Larzelere, Dan Stafford, & John Caruso

Final Standings: In the first column is the position, then player's name, followed by the country played and the result (W is win, S is survived but not in draw, X is eliminated, number is the

size of the draw--e.g. E-4 means England in a 4-way draw) for the first round. This is followed by the result for the second round, and then the final score.

1. Konrad Baumeister	T-W E-4	95.59
2. Russell Blau	R-2 I-4	81.56
3. Dave Lauerman	E-2 F-4	81.54
4. Eric Ozog	G-5 F-W	79.18
5. John Kador	R-2 A-4	76.23
Jack Brawner	G-2 E-4	76.23
7. Ed Wrobel	E-2 F-4	76.21
8. Doug Beyerlein	A-3 E-3	76.20
9. John Caruso	E-2 T-4	76.18
10. Bruce Linsey	I-2 A-4	72.23
11. Ronald Hall	T-4 E-3	71.20
12. Roy Smith	R-4 F-3	69.23
13. Robert Goldsmith	E-W T-S	66.24
14. Ken Halpern	I-4 F-3	66.18
15. Scott Hansen	F-2 G-5	65.23
16. David Spector	A-S E-W	60.21
17. Shaun Kelly	T-3 I-5	60.19
18. James Townsend	A-X F-W	60.21
19. Allen Wells	F-2 T-6	60.13
20. Ron Brown (Canada)	I-3 E-5	60.12
21. M. P. Barno	F-4 T-3	59.12
22. Al Pearson	E-3 A-5	58.17
Randy Ellis	I-5 E-3	58.17
24. Steve Arnawoodian	F-3 T-5	57.17
25. Larry Neubauer	E-5 R-3	56.15
26. Timothy Binder	G-2 R-S	56.15
27. Bill Thompson	I-2 G-X	56.12
Stuart Lancaster	E-4 F-4	56.12
29. Bill Quinn	R-4 E-5	55.19
30. Charles Kaplan	T-5 A-4	54.22
31. Mark Franceschini	F-3 G-5	54.17
32. John Daly	R-4 A-5	52.18
33. Daniel Stafford	G-4 T-4	51.16
34. Eric Kane	E-X F-2	50.12
Robert Sergeant	G-3 I-5	50.12
36. Carl Willner	G-5 T-3	50.11
37. John Cecchia	G-2 R-S	48.13
38. Glen Taylor	R-4 E-4	48.08
39. David Perlmutter	I-6 F-3	47.16
40. Dick Martin	---	E-2 46.17
Julie Martin	---	A-2 46.17
42. Fred Townsend	F-2 I-S	46.14
43. David Ruzic	T-2 R-X	46.13
44. David Coughlan	F-X G-2	42.09
45. Richard Rowe	R-6 F-4	41.15
46. Ben Schilling	E-3 F-X	41.12
47. W. Porter Wightman	R-3 G-X	41.10
48. Chip Charnley	T-3 I-X	35.09
Ned Nichols	I-S A-3	35.09
50. Sean Vessey	A-X G-3	35.08
51. Mark Larzelere	E-S T-3	33.14
52. David Emdee	E-3 R-X	33.08
53. Bob Bragdon	A-3 R-X	33.07
54. William Highfield	T-4 F-X	32.19
55. Scott Marley	R-S G-4	32.13

Plus 105 other names.

D. W. DEMO GAME

1980AY

GAMESMASTER: ERIC VERHEIDEN
COMMENTARY: DON DITTER

//Note: Reporting of the game in D.W. uses the EREHWON system of notation. See #29, p. 17, for a complete explanation of annotations.//

SPRING 1912

ENGLAND (Bernard Sampson): A Nwy-Bel C by F Nth, F Bar-Nrg, A Lpl-Yor, F Lon-Eng.

FRANCE (Bob Sergeant): A Bur S
GERMAN A Ruh, F Ion-Adr, F Tun-Ion.

GERMANY (Lee Kendter, Sr.): A Ruh H S by A Hol.

ITALY (Hal Norman): F Bre-Eng.

RUSSIA (Mark Berch): F StP(nc)-Bar, A Mos-StP S by A Fin, F Bal-Den S by A Swe & A Kie, A Ber S A Kie, A Mun-Bur, A War-Sil, A Sil-Boh, A Trl-Tri.

TURKEY (Peter Reese): A Mar-Gas, A Boh-Trl, F Lyo-Wes S by F Spa(sc), F Tus-Lyo, F Aeg-Ion S by F Tyn, F Smy-Aeg, F Con-Bul(sc), A Ank-Con, A Nap H.

Commentary: Some interesting things occurred in the North this season. Remember, last issue, I stated that Russia could now guarantee the fall of Norway in 1912. The moves I had in mind were: F StP(nc)-Nwy S by A Fin & A Swe, F Bal-Den. The reader should clearly see that Russia will get Den or Nwy in the Spring, while in the Fall F Den-Nth guarantees that Nwy is captured if it survived in the Spring. But instead of these guaranteed moves Russia does something which appears to have inside information. Could it be that England is cooperating with Russia to get back at Turkey, who has kept a suicidal Italy at the West's throat?

It looks that way to me. If England had built F Edi and moved to Nrg, he could have held Norway until a Turkish fleet came to the aid of Russia. The build in Edi would have virtually halted all Russian progress in the North. Turkey would probably have won the game under this circumstance.

England may very well determine who will win this game--Spring 1912 indicates that the English player is prepared to hit Italy & Turkey and let Russia mop up in the North to take the win. The move from Barents should be particularly ominous for Turkey, as the Barents fleet was a real thorn for Russia and would remain so for another game year or so. England's vacating Barents gives Russia the freedom to build fleets at will in the North.

Russia and Turkey have covered well in the South. F Adr will come away with nothing and surely France will be down to one center by Fall 1912. Russia/Turkey are still working very closely, but I can't help but wonder when the war between them for the win will begin.

FALL 1912

ENGLAND: A Bel-Pic, F Lon-Eng S by F Nth, A Yor H, F Nrg-Nat. Owns: Edi, Lpl, Lon, Bel, ~~MW~~ (4). Disband 1.

FRANCE: A Bur-Par, F Tun-Ion S by F Adr. Owns: Par, Tun, ~~Poz~~ (2). Disband 1.

GERMANY: A Ruh H S by A Hol. Owns: Hol, Den (2). No change.

ITALY: F Bre-Eng. Owns: Bre (1). No change.

RUSSIA: F Bar-Nrg, A StP-Nwy S by A Swe & A Fin, F Den-Hel, A Ber S A Kie, A Mun-Ruh S by A Kie, A Sil-Mun S by A Boh, A Tri S TURKISH A Trl-Ven. Owns: Mos, StP, Sev, War, Tri, Bud, Vie, Ber, Mun, Kie, Rum, Swe, Nwy (13). Build 1.

TURKEY: A Gas-Par, F Spa(sc)-Por, A Nap-Mar C by F Lyo & F Tyn, F Ion-Tun S by F Wes, F Aeg-Ion, F Bul(sc)-Gre, A Con-Bul, A Tri-Ven. Owns: Ank, Con, Smy, Gre, Ser, Rom, Nap, Ven, Bul, Spa, Mar, Por (12). Build 1.

Commentary: What's this?... both Russia and Turkey screw up and lose certain builds. Instead of being at 13-12, they should be at 14-13 with each having an excellent shot at the win depending on who strikes first and gets the upper

hand. The convoy to Marseilles makes little sense to me--it looks nice, but I would take Nap-Mar via Rome & Venice --this unit should help discourage a Russian stab, or if the stab comes the army can quickly join the defense. Far superior would have been the capture of Tunis with F Ion-Tun S by F Wes & F Tyn. This, along with the capture of Portugal, would have reduced France to 1 unit--probably the A Bur. Also F Lyo-Spa(sc) is called for to guarantee the fall of Mid in Spring 1913.

This position would leave Turkey in excellent position to go for the win. Once Mid falls, Turkey has a very secure 13-center position--plus Tri, Vie, Bud, Rum, and Sev which he could take from Russia if he so decides, as well as French and English centers. The destruction of both French fleets would give an immediate boost to Turkey's chances. It appears to me that Turkey is willing to settle for the two-way draw and is putting all his trust in Russia--methinks he is being foolish.

In the North Russia also made an error--the best way to capture Holland is not to take Helgoland Bight--it's to force Germany to remove A Ruh!! The extra Russian build would also be useful at this critical hour. It appears that England is definitely helping Russia, as F Nth, F Nrg, and A Bel have all headed for the Turkish battle front. Given the Turkish error in the South, the goof in Denmark really hurts, as Russia's best chance for a win is to hold Tri, Vie, and Bud as long as possible, while picking up Hol, Bel, Lon, and Edi for the win. An army in Warsaw would go a long way toward fortifying his southern position.

Of course if Russia and Turkey have agreed to a 2-way draw, and are committed to it, no amount of errors will prevent that outcome.

WINTER 1912

ENGLAND: Disband A Yor.

FRANCE: Disband F Adr.

RUSSIA: Build F StP(nc), F Sev.

TURKEY: Build F Ank.

Commentary: Russia and Turkey are finally sparring. It appears they have both built fleets on the Black Sea in order to bounce there--wise, I think, but there is still a lot of play there for both sides. Oh, how

an army in Constantinople or an army in Warsaw would be helpful to Turkey or Russia, respectively! Spring 1913 should show more "defensive" positioning by both of them. It should prove interesting and I'm sure it will also be nerve-racking for both participants.

England is definitely pro-Russian. A Yor would have been extremely valuable in holding off the Russian advance. It now appears that Edi and Lon may fall soon--giving Russia the upper hand in a Russo-Turkish race to the win. I think England's strategy is somewhat sound--quite possibly he could participate in a 3-way draw by aiding the power in the minority. However, his bitter feelings toward Italy and Turkey give Russia a decided diplomatic advantage. It is doubtful if England and Turkey could cooperate, while England and Russia could do so if Turkey presents the threat of winning.

SPRING 1913

ENGLAND: F Eng-Bre S by A Pic,
F Nth-Eng, F Nat-Mid.

FRANCE: A Bur-Par, F Tun-NAf
/r/.

GERMANY: A Hol-Kie S by A Ruh
(A Run /d/, R-Bel).

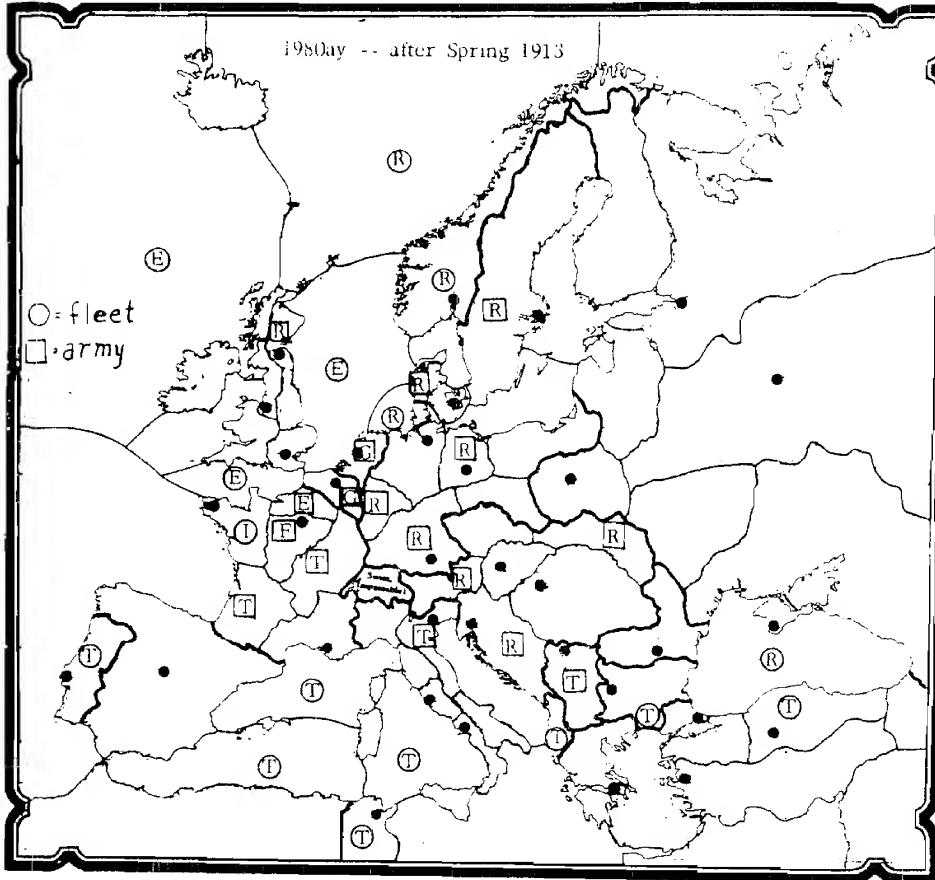
ITALY: F Bre S TURKISH F Por-
Mid.

RUSSIA: A Nwy-Edi C by F Nrg,
F StP(nc)-Nwy, A Fin-Swe, A Swe-
Den, F Hel-Hol, A Kie-Ruh S by A
Mun, A Ber-Kie, A Sil-Gal, A Boh-
Trl S by A Tri, F Sev-Bla

TURKEY: F Por-Mid, F Wes-NAf,
F Lyo-Wes, F Ion-Tun S by F Tyn, A
Gas S ITALIAN F Bre, A Mar-Bur, A
Ven-Tri, F Gre-Alb, A Bul-Ser, F
Aeg-Bul(sc), F Ank H.

Commentary: Things really got hot this season as Russia took the Black Sea. One wonders what diplomacy was involved with that move. Did Russia agree not to move to Bla? Or did Russia & Turkey agree to the move to help stalemate the Russo-Turkish front? Were the moves planned or were they a surprise to one or both players?

The Turkish player has managed to get himself into a poor position. F Bl(sc) is worthless--very ineffective. The only reason it could



be there is defensive-- it certainly restricts army movement into Austria from Turkey, which I'm sure pleases Russia greatly. The annihilation of F Tun was well done by Turkey, but by not capturing Tunis last season he has wasted a valuable move, as he should now be in the Mid.

Russia is having things much to easy versus England. He is sure to build 2 for Edi and Den; additionally he could pick up Hol and/or Lpl and/or Ven. This would put Mark very close to the magic 18. Peter has really compromised his position--he is playing right into Russia's hands. All Russia has to do is hold onto his Austrian centers (Vie and Bud are probably sufficient) and he can easily pick up

the other 2-3 in Britain and the Lowlands.

Here's how I see things shaking out. Russia appears to be calling the shots. He's convinced Turkey that the 2-way draw is what he desires. Russia has persuaded Turkey to fortify a defensive position in the Balkans and probably they've agreed to a 17-17 stalemate line. At least that's what Mark has been telling Peter. In reality Russia is securing victory for himself by holding Vie-Bud-Rum-Sev. My prediction: Russian victory.

((Ed. note: At this point in time...when I'm typing this...the game has in fact ended. Is Don correct in his prediction? Find out in the next issue when we will print the last seasons of the game, Don's commentary, and end-game statements from the players. If Mark does win the game, it is quite a feat, as most D.W. Demonstration games have ended in draws. Stay tuned, same 'zine, next issue, for the Last Hurrah of 1980AY!))

THE LEEDER POLL

John Leeder

RESULTS OF THE SIXTH ANNUAL NORTH AMERICAN 'ZINE POLL:

I received 99 ballots, down from 126 last year; 13 were invalidated for the following reasons: no name or illegible name (2), vote for self (3), vote for ineligible GM or GM under which did not play (i.e., suspicion of grudge vote) (8). A minimum of 10 mentions was required for the main list. Key:

placing-average-NAME OF 'ZINE-number of mentions-placing last year (as per corrected listing in RUNESTONE #342); * = unlisted last year. (('Zine name preceded by ** is a subzine or is not a regular periodical.))

1-9.82-**DIPI MASTER	11-*
2-9.08-**DIPLOMATIC IMMUNITY	13-*
3-8.54-EUROPA EXPRESS	61- 6
4-8.45-**WOODPECKER	11-*
5-8.15-PARANOICS' MONTHLY	13-*

6-8.09-JUST AMONG FRIENDS
 7-7.76-APPALLING GREED
 8-7.73-BRUTUS BULLETIN
 9-7.71-LONE STAR DIPLOMAT
 10-7.70-SLEEPLESS KNIGHTS
 11-7.58-TER-RAN
 12-7.55-**MOS EISLEY SPACEPORT
 13-7.54-**KATHY'S KORNER
 14-7.53-VOICE OF DOOM
 15-7.50-**BERSAGLIERI
 7.50-COAT OF ARMS
 7.50-WHITESTONIA
 18-7.43-**THE MAGUS
 19-7.32-DIPLOMACY WORLD
 20-7.29-THE SCHEMER
 21-7.23-IRKSOME
 22-7.14-ST.GEORGE & THE DRAGON
 23-6.95-MURD'RING MINISTERS
 24-6.94-SNAFU!
 25-6.92-DOGS OF WAR
 26-6.88-CHEESECAKE
 27-6.86-RUNESTONE
 28-6.83-DIPLOMACY BY MOONLIGHT
 29-6.76-EMHAIN MACHA
 30-6.67-DIPLOMACY DIGEST
 6.67-FOL SI FIE
 32-6.64-**EXPLETIVE DELETED
 33-6.57-HOOF AND MOUTH
 34-6.50-TACKY
 35-6.47-THE DRAGON & THE LAMB
 36-6.24-EVERYTHING...
 37-6.20-Y'ALL
 38-6.18-THE SHOGUN'S SWORD
 39-5.92-THE LIBERTERREAN
 40-5.86-ANDUIN
 5.86-GRAUSTARK
 42-5.76-XENOGOGIC
 43-5.73-ENVOY
 5.73-VOLKERWANDERUNG
 45-5.71-LIFE OF MONTY
 46-5.48-TORPEDO
 47-5.43-WINSOME LOSESOME
 48-5.39-RETALIATION
 49-5.25-DOWN N DIRTY
 50-5.19-DOT HAPPY
 51-5.15-RUSS-2?
 52-4.79-GIVE ME A WEAPON!
 53-4.78-WHY ME?
 54-4.50-JIHAD!
 55-4.10-BOAST
 56-4.00-BLACK FROG
 57-3.85-EAST OF EDEN
 58-3.38-THE WHITE DUKE
 59-3.10-FIELD OF FIRE
 60-3.09-PLAGUE TIMES
 61-3.07-PASSCHENDAELE
 62-3.05-LE FRONT... (F.L.D.)
 63-3.00-INVASION
 64-2.30-KLEPTO-MANIA
 65-1.91-TETRACUSPID
 66-1.81-THE CHAMBER

54- 8
 33-38
 26- 3
 42- 6
 40-26
 26-34
 11-*
 28-*
 58-27
 14-23
 42-*
 54-12
 14-*
 65-24
 17-*
 44-*
 29-13
 40- 4
 35-35
 25-21
 33-10
 22-31
 40-*
 25-17
 61-15
 21-15
 11-*
 23-*
 16-*
 17-32
 25-36
 10-42
 34-41
 12-36
 35-*
 29-40
 17-*
 33-29
 15-22
 24-30
 21-18
 28-*
 46-55
 12-*
 31- 2
 13-*
 34-*
 18-18
 40- 9
 10-51
 37- 1
 13-11
 16-*
 10-*
 23-18
 14-27
 22-55
 15-46
 10-*
 11-54
 21-48

The Field (fewer than 10 mentions each), in roughly alphabetical order ((most, but not all, of these are subzines, one-shots, and what-have-you)): ABRA CADAVERA 5.17; ALEX'S COLUMN 8.00; ACE IN THE HOLE 6.50; AMERICAN WARGAMER 8.00; BUZZARD'S BREATH 4.80; BLARNEY STONE 6.29; BEN-ZINE 4.75; BORN TO DIP 0.00; BARK OF DOOM 4.00; CALIFORNIA REPORTS 6.33; CALIFORNIA DIPLOMACY NEWSLETTER 9.00; CARADHRAS 7.00; DOG HOUSE 6.50; DOBSON STREET CONSPIRACY 5.50; DIPLO-HACKER DAILY 6.00; DIPLOMAG 5.33; DAMN THE TORPEDOS 7.38; DELUSIONS OF GRANDEUR 3.00; EFGIART 6.86; EREBOR 4.00; FROM WOMEN ONLY 4.33; FESTUNGS HOF 7.00; GRAPES OF WRATH 7.00; THE GREAT WAR IN MODERN MEMORY 4.75; Gd DIPLOMACY 5.50; GRAB DOTS 5.00; HEL-CARAXE 6.25; ITALIANO PRIBE 4.33; INTERNATIONAL HALL OF FAME 4.00; JUNE BERRY CREEPER 3.00; KATHY'S KODE 8.00; LEMURIA 5.00; LIES, DECET, & NEFARIOUS SCHEMES 1.00; LORD OF HOSTS 7.00; MIKE'S MAG 6.11; MAGNIFICENT-7 5.00; MIXUMAXU GAZETTE 6.00; MASS MURDERS 9.00; NAVAL ORANGE 6.00; PINK DRAGON 2.33; PROSPECTUS 2.00; PD-1 5.00; PHYLLIS' PYRAMID 8.00; PAX 8.00; REBUS SIC STANTIBUS 5.25; R-12 8.00; REBORN TO DIP 7.00; SHATTO'S FOLLY 5.00; THE SWAMP 6.00; STRAW-BERRIES 6.50; THE SNAKE PIT 4.00; THE SPECTATOR 7.00; SCOTCH BRAND TAPE 3.00; STAB IS A FOUR LETTER WORD 5.00; SON OF BRUX 5.00; TOXIC SHOCK SYNDROME 5.50; TORPEDOETTE 10.0; WRY NOT? 6.80; "FAKE WHITESTONIA" 6.00.

RESULTS OF THE FIFTH ANNUAL NORTH AMERICAN GAMESMASTERS' POLL

Key: Same as for the 'Zine Poll. A minimum of 5 mentions was required for the main list.

1-9.80-Doug Beyerlein	5-*
2-9.58-John Daly	12- 1
3-9.09-Steve Heinowski	11-23
4-9.00-Andy Lischett	16- 8
9.00-Bob Osuch	6-19
6-8.75-Bob Sergeant	12- 3
7-8.33-Lee Kendter, Sn	6-12
8-8.25-Ron Brown (CANADA)	8-*
8.25-Ron Brown (USA)	8- 2
10-8.20-Gary Coughlan	10- 4
11-8.13-Dave Carter	8-*
12-8.11-John Boardman	9-16
13-8.00-John Leeder	9-21
14-7.94-Al Pearson	16-15
15-7.88-Bern Sampson	8-25
16-7.71-Mike Barno	7-24

17-7.68-Bruce Linsey	19-41
18-7.56-Mike Conner	9-22
19-7.40-Randolph Smyth	5- 7
20-7.29-Mark Larzalere	7-*
21-7.21-John Caruso	14-10
22-7.20-Save Arnawoodian	5-*
23-7.14-Mike Mills	7-26
24-7.00-Eric Kane	6-*
25-6.80-Konrad Baumeister	5-*
26-6.60-Eric Ozog	5-*
6.60-Tom Swider	10-39
28-6.50-Scott Hanson	10-44
6.50-Allen Wells	6-29
30-5.94-Roy Henricks	19-28
31-5.17-Drew McGee	6-20
32-5.15-Glenn Overby	13-14
33-4.63-Jack Masters	8-11
34-4.00-François Cuerrier	8-33
4.00-Dick Martin	14-34
36-2.92-Don Del Grande	12-29

The Field (fewer than 5 mentions each) (in roughly alphabetical order): Bob Arnett 9.50; Gerald Austin 3.00; Brian Alden 7.00; Norm Albrecht 1.00; Jim Bumpas 8.50; Marion Bates 3.00; Herb Barents 7.00; Ed Bapple 6.50; Don Blasland 7.00; Chip Charnley 4.00; Vic Carpenter 0.00; Pat Carson 0.00; Fred Davis 7.67; Dick Gregg 7.00; Steve Duke 8.33; Jack Frost 7.00; Greg Fritz 7.67; Phil Fry 2.50; Jack Fleming 9.50; Julie Glass 1.00; Tom Gould 0.00; Dave Grabar 4.67; Dick Gregory 3.00; Barry Hickey 7.00; Ken Halpern 6.00; Don Horton 4.00; Guy Hail 6.00; Lu Henry 8.33; Tim Haffey 3.00; Jerry Jones 2.00; Richard Kovalcik 2.50; William Krasner 6.00; Bob Kluge 1.00; Brian Lorber 6.50; Steve Langley 8.00; Robert Bryan Lipton 5.00; Dave Marshall 6.50; Dave Manuel 1.50; Keith Mercer 3.50; Steve McLendon 8.67; Tom Mainardi 8.00; John Michalski 10.00; Greg Murray 1.00; ((Buddy Tretick, aka)) Bernie Oaklyn 1.00; Jeri Overgy 4.00; Dan Palter 3.25; Raymond Pryor 8.00; Dave Perlmutter 5.00; Larry Peery 9.00; Jeff Richmond 10.00; Pete Reese 5.00; Bruce Schneider 1.00; Mike Scott 5.33; Don Sigwalt 6.75; Dan Stafford 6.25; Steve Shaddix 2.50; Rick Shatto 5.00; Rom Smay 0.00; Don Sundre 4.00; Alex Service 8.50; Peter Walker 3.50; Porter Wightman 7.00; Judy Winsome 6.00; Brad Wilson 2.00; Tony Watson 1.00.

Comments: I am not in a position to know exactly which GMs and 'zines were active during the poll period, nor whether a 'zine which I have never seen is "substantially devoted to Diplomacy".

and GMs would not receive enough mentions to make the main list. Where I have known that a person was voting for an ineligible GM, I have disqualified the ballot, on the grounds that either the person is grudge-voting or he has misunderstood the instructions and his other votes are likely to be inaccurate as well. ("His" in this instance means "his or hers", as per common usage in English.)

This is the "year of the subzine"; despite there being 21% fewer ballots cast (due to my mixup on the timing of the DW deadlines, thus curtailing extensive publicity in DW, I presume), 22% more 'zines made the main list. I attribute this to the fact that more subzines and novelty 'zines are being published than in former years.

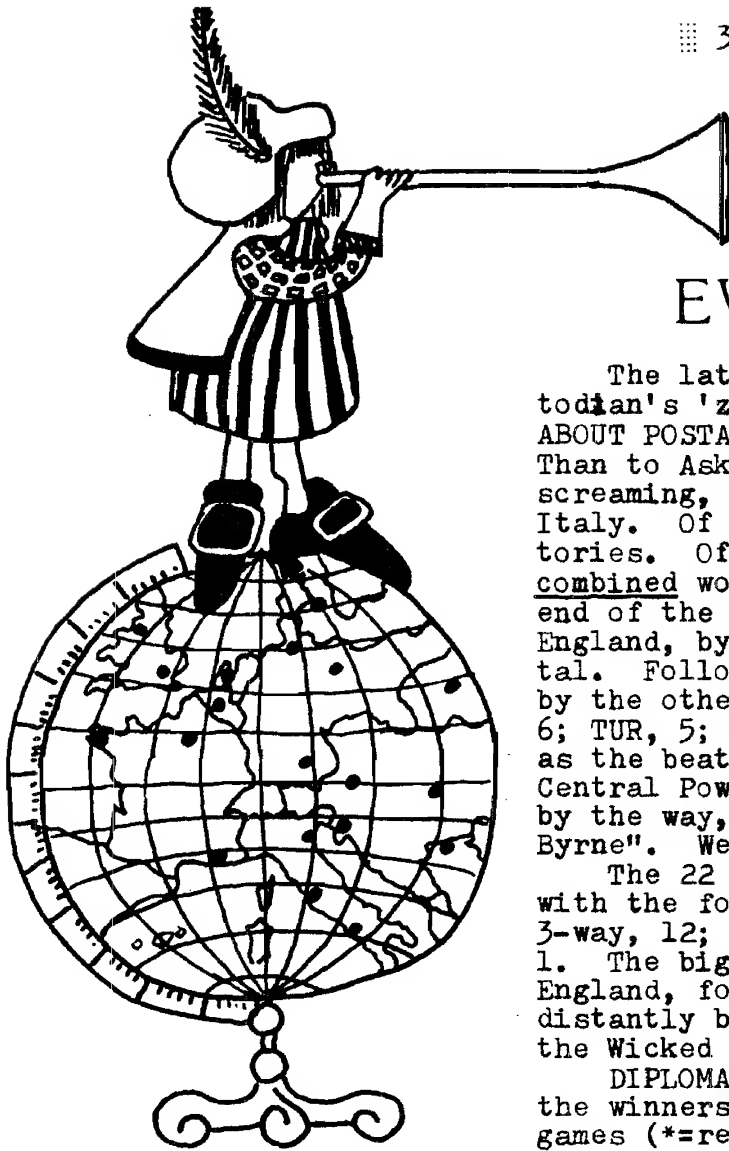
On the other hand, there are 26% fewer GMs on the main list. Does this mean that fewer people are GMing large numbers of games, thus cutting down on their chances of receiving 5 mentions? Also, notice that there are few novice GMs on the main list. Almost all the starred GMs are not exactly newcomers, but are experienced GMs who didn't receive 5 mentions last year. Does this mean that there are few highly-regarded new GMs? Or does it mean that new GMs are wisely not over-committing themselves as to numbers of games?

It's my impression (without detailed analysis) that ratings of 'zines in general have crept up since last year; i.e., that the hobby regards its 'zines more highly than it did a year ago. The same could be said for GMs. There are more "over-9s" than formerly.

Most improved 'zines and GMs (by rating, not placing; top 10 in each category):

APPALLING GREED 1.97, TER-RAN 1.32, SLEEPLESS KNIGHTS .99, LE FRONT .95, VOICE OF DOOM .84, EUROPA EXPRESS .80, SNAFU! .79, Y'ALL .70, BERSAGLIERI .66, THE SHOGUN'S SWORD .63.

Bruce Linsey 1.85, Steve Heinowski 1.47, Scott Hanson 1.33, Bob Osuch 1.13, Andy Lischett .53, John Daly & Tom Swider (tie) .47, John Leeder & Bern Sampson (tie) .33, Lee Kendter, Sr. .12.



WINNERS

EVERYTHING 53

The latest issue of the Boardman Number Custodian's 'zine, EVERYTHING YOU WANTED TO KNOW ABOUT POSTAL DIPLOMACY* (*But Had Better Sense Than to Ask), contains more bad news for all you screaming, loyal fans of Austria, Germany, and Italy. Of 52 games reported, 30 ended in victories. Of those, Austria, Germany, and Italy combined won only 20% (6 games). At the other end of the scale, the Wicked Witch of the North, England, by herself won 9 games...30% of the total. Following England's 9, the # of games won by the other Great Powers were as follows: RUS, 6; TUR, 5; FRA, 4; AUS, 3; ITA, 2; GER, 1. And, as the beat goes on, the rich get richer and the Central Powers get creamed. The one German win, by the way, is billed as being by "Bloodsucker Byrne". We should have known....

The 22 drawn games, by the way, ended up with the following types of draws: 2-way, 5; 3-way, 12; 4-way, 3; 5-way, 1; 6-way, 0; 7-way, 1. The big winner in the drawn games was also England, followed closely by France and more distantly by Turkey. Chalk up more goodies for the Wicked Witches.

DIPLOMACY WORLD would like to congratulate the winners of the following postal Diplomacy games (*=replacement player):

athan Berger), 1978H (ENG, Mark Berch), 1978FJ (ENG, *Jon Michal), 1978HV (ENG, John Kador), 1979AF (RUS, Tim Haffey), 1979CI (RUS, Gordon Argyle), 1979CJ (TUR, *Doug Beyerlein), 1979CM (ENG, Walter Loy), 1979HC (FRA, *John Horn), 1979HV (FRA, Lee Kendter, Sr.), 1979IH (ENG, Doug Karnes), 1979KA (AUS, *Ron Kelly), 1979KQ (RUS, Fred Townsend), 1980B (FRA, *Jack Masters), 1980J (ENG, Tom Hurst), 1980M (AUS, Jack Fleming), 1980AB (AUS, *Dick Martin), #1980AC (TUR, Ron Brown /USA/), 1980AP (RUS, Al Pearson), 1980CE (RUS, Ira Rosen), 1980HL (FRA, Paul Goodrich), 1980HQ (GER, Kathy Byrne), 1980HW (TUR, Tom Williams), 1980IJ (TUR, Douglas Landon), #1980IL (ITA, *Eric Lanier), 1980KV (ITA, Ron Brown /USA/), 1981J (ENG, Arturo Guajardo), 1981AB (ENG, Jack Fleming).

About the "#", by the way. With

#1975IJ (RUS, *David Mueth), #1977LD (TUR, Jon- this issue, the BNC has returned to an old practice of previous BNCs; namely, to indicate irregular, problem, and possibly non-rateable games with the # prefix. This symbol indicates that there is something about the game which would make it not rateable in the eyes of one or more known rating systems. It does not, ipso facto, indicate that there is anything "wrong" with the game, al- that is in fact frequently the case.

About 1980AB: This game set a record in the hobby which will never be broken. It is the largest win (most supply centers) in the history of the hobby...Martin had all 34! In 1912 England and Austria were tied at 17 centers each and in 1913 England was eliminated. This sort of thing has to be engineered, of course. The earliest effort to

engineer the "largest win" was a large '60s game in which I was Austria to Steve Brooks' Russia (this is, to my knowledge Brooks who is currently playing). He won the game with 28 centers. This record was broken within the last couple of years with, as I recall, a 30-center victory. But if memory serves, this is the first 34-center victory and in Diplomacy you just can't get any bigger. My congratulations to Dick Martin and Mark Lew for pulling this one off.

THE 1982 EMINENT AWARDS

Polls seem to be the thing these days. Mike Mills of EMHAIN MACHA has just completed a poll in which people were asked to vote for the "top 3" in several categories. He received 37 ballots this first time out; we hope to see him get more for the 1983 awards. The results:

Best 'Zine

- 1 - 27.70% EUROPA EXPRESS
- 2 - 11.11% JUST AMONG FRIENDS
- 11.11% WHITESTONIA

Most Improved 'Zine

- 1 - 15.38% DIPLOMACY BY MOONLIGHT
- 15.38% IRKSOME
- 3 - 11.53% SNAFU

Best 'Zine for non-Dip. Games

- 1 - 42.30% ENVOY
- 2 - 11.53% EMPIRE
- 3 - (a 5-way tie)

Best 'Zine Letter Column

- 1 - 44.11% EUROPA EXPRESS
- 2 - 20.58% VOICE OF DOOM
- 3 - 11.76% WHITESTONIA

Best Gamesmaster

- 1 - 11.11% John Daly
- 2 - 8.30% Bob Arnett, Bruce Linsey, Andy Lischett, & Bob Sergeant.

Best New 'Zine

- 1 - 19.35% DAMN THE TORPEDOES
- 2 - 16.12% WINSOME-LOSESOME
- 3 - 6.45% COAT OF ARMS, EUROPA EXPRESS, & PERELANDRA

Best 'Zine for Diplomacy

- 1 - 14.70% DOGS OF WAR
- 2 - 8.80% CHEESECAKE
- 8.80% VOICE OF DOOM

Best 'Zine for Hobby News

- 1 - 34.37% WHITESTONIA
- 2 - 15.62% DIPLOMACY DIGEST

3 - 12.50% EUROPA EXPRESS

Best Looking 'Zine

- 1 - 25.71% LONE STAR DIPLOMAT
- 2 - 17.14% JUST AMONG FRIENDS
- 3 - 8.57% DIPLOMACY BY MOONLIGHT
- 8.57% EUROPA EXPRESS

Distinguished Service

- 1 - 10.71% John Daly
- 2 - 7.14% Kathy Byrne, Don Ditter, Mike Mills, Rod Walker

THE LIFETIME RATING SYSTEM

We described this rating system last issue. We now have calculated the results from EVERYTHING 52 back to #45. Eventually, the thing will reflect results for each player which will show the number of times he/she has achieved every possible game result. I still have to figure out how to fit 29 tabular columns into this 'zine. In the meantime, here are the top so-many players in this system arranged by their average scores (total points divided by total games). We'll go as far as we can to the bottom of the page.

Score Name

- | | |
|-------|----------------------------|
| 14.00 | Kathy Byrne |
| 13.80 | Eldon Nichol |
| 12.43 | Rick Kassel |
| 12.17 | Gary Howe |
| 11.70 | Randolph Smyth |
| 11.27 | Don Ditter |
| 11.17 | Jack Masters |
| 10.63 | Bill Becker |
| 10.58 | Bob Sergeant |
| 10.56 | Ron Brown (USA) |
| 10.33 | Mark Berch |
| 10.22 | Eric Kirchner |
| 10.20 | Allen Wells |
| | H. D. Basset |
| 10.00 | Paul Rauterberg |
| 9.86 | Bill Schiwautz |
| 9.75 | Doug Hollingsworth |
| 9.50 | Bill Hart |
| 9.14 | Lee Kendter, Sr. |
| 9.00 | Dick Martin |
| 8.86 | Rick Ragsdale |
| 8.40 | John Caruso |
| 8.20 | Bob Osuch |
| 7.86 | Ron Kelly (original games) |
| 7.67 | Charles Reinsel |
| 7.60 | Arnold Trembley |
| 7.20 | Stan Johnson |
| 7.17 | George Pyfrom |
| 7.14 | David Pierce |

LIFE, the UNIVERSE, and EVERYTHING

Normally, about here we have our columns for letters, news, reviews, and like that. We are combining those this issue in order to make production easier. This issue has been produced under extremely trying circumstances, so bear with us, please. We were planning to run some pictures from DipCon, and have some nice ones from John Kador, Doug Beyerlein, and John Daly. Plans are now to have them appear next issue. In the meantime, we are going to get as much as we can into the next 4 pages, printing material as it comes to hand in our files.

a Please note, again, the subscription rates for D.W. will rise at the first of the year. Any sub or renewal which reaches us before 1 Jan 83 will be honored at the present rate. As a bonus, the size of D.W. will rise permanently to 44 pages and may go to 48 if that will not put us over the bulk mail weight limit. The new domestic rate will be \$8/4.

b GAME POLL. Jim Williams, 2500 SW 6th St., Altoona IA 50009, is conducting a poll about games. He would like everyone reading this notice to write him, listing those games (other than Diplomacy) which you enjoy playing. If there is a large enough interest in some of these games, he will try to arrange for them to be played postally. Of course, a good many of them...such as Machiavelli, Empires of the Middle Ages, Kingmaker, and so on ...are already being played by mail, but this may become yet another source for PBM gaming.

c FRESHMAN 'ZINE POLL. Scott Hanson of IRKSOME has volunteered to run the poll formerly sponsored by JIHAD ...namely, to pick the best of each year's new crop of 'zines. After the first of the year, send Scott a rating of each 'zine which started in 1982, and which you've seen at least 2 copies of. Rank each 'zine on a scale of 10 (great!) to 1 (yech!). Send your ratings to Scott at 939 SE 18th Ave., Minneapolis MN 55414. Deadline for this is 14 February 1983.

d WHY I LIKE IT POLL. Pierre Tourette is conducting a brief, informal poll about Dipzines. He asks everyone to answer two questions:

#1. What is your primary reason for subscribing to Dipzines...to read them or to play games in them?

#2. What is your favorite Dipzine?

Please send answers to Pierre at #1 Rue Georges, Masson, Québec, CANADA JOX 2H0. Deadline is about 1 February 1983 (remember, mail going into Canada is slow, so allow a week or so for delivery).

e (WHITESTONIA) DIPLOMACY PLAYER POLL. John Caruso is again this year sponsoring a Diplomacy Player Poll. Vote for the top 5 in each of 3 categories: Best Diplomacy Player, Best Writer, and Best Variant Player. Send your votes to John at 160-02 43rd Ave., Flushing NY 11358. The deadline for this is 22 November 1982. You may get D.W. later than the deadline, but please vote anyway...I am hoping to persuade John to extend the deadline a little since I was so late in publicizing this.

f MARCO POLL. This one is sponsored by Mark Larzelere of AP-PALLING GREED. Also vote for the top 5 in each of 3 categories: Best 'zine, Best Subzine, and Best GM. Send your votes to Mark at 7607 Fontainebleu Dr., Apt. #2352, New Carrollton MD 20784. Same deadline and same comments as in John Caruso's poll above. Please vote right away!

g UPDATE ON #B...After that announcement was picked up from BUSHWACKER, I find further info in a letter from Jim. Please list your preferred games (including Diplomacy) in two categories: your favorite 5 face-to-face games and your favorite 5 play-by-mail games. Also send a separate list of games you would like to see played by mail. Let Jim know what games you

like! I don't see a deadline on this one anywhere...so vote as soon as you can. Please indicate on your ballot that you saw the poll announcement in DIPLOMACY WORLD...Jim wants to keep track of where the votes are coming from.

h A NEW 'ZINE OF INTEREST is called YOU KNOW MY NAME (LOOK UP THE NUMBER, edited and published by Keith ("Tro") Sherwood, P.O. Box 6457, La Jolla CA 92037. This is a ratings and occasional bibliographic 'zine. Right now it carries the Modern Calhauer Point Count (which covers, basically, games which have ended within the last few years). It will also carry Jim Meinel's Player Reliability Ratings. Subs are 50c/issue from Keith.

i ANOTHER GAME you can play in is GALACTIC EMPIRES, run by Daniel Pierce, P.O. Box 1005, Fairborn OH 45324. You can play as an empire builder, merchant, xenophobe, or pirate. The thing seems complex, but is computerized. There is a bimonthly newsletter which will print almost anything. There is a \$10 sign-up fee, which includes a copy of the rules and the first 3 turns. Turns thereafter are \$2.50 each. There is no map; you have to find out about the galaxy by exploring it.

j LETTER TO THE EDITOR from Russell Blau: "I just wanted to compliment this year's DipCon Committee on a well-run convention. Except for some delay at the start of the first round (which may have been due to the large number of entrants), everything went fairly smoothly, and I know that many others besides myself had a very pleasant time. I do have a few gripes about the scoring system, but I'll save those until I have a chance to write about the subject in a little detail. And from the point of view of simply running a tournament efficiently, the Berch system is a good choice--it is easy to understand and scores can be computed quickly. I am sure this contributed to keeping the second day's events running on schedule.

"Next year's committee will do well if they can equal this year's accomplishments, and I don't doubt that they are capable of doing so. A good goal for DipCon '83 would be to increase opportunities for players to get together outside the framework of the

tournament--the seminars this year were fun, but we could have used some more purely social get-togethers. People will gravitate together on their own, of course, but this process might be aided by simply providing some place for Diplomacy enthusiasts in particular to meet and talk.

"I hope I'll see you and many other friends in Detroit next year."

k NEW DIPLOMACY COLUMN. Beginning with the Nov/Dec 1982 issue of THE GENERAL, there will be a regular column on our favorite game, "The Compleat Diplomat". We believe that more people currently in wargaming would be attracted to Diplomacy if they knew more about the game...and particularly if they knew there were many people nationally who played it regularly. The first column will contain some ruminations on the game's 25th anniversary (which is in 1983).

l DIPCON XVI will be in Detroit MI during the weekend of 14 July (Bastille Day!) 1983. The Chairman of this year's DipCon Committee is Al Pearson, P.O. Box 898, Charles Town WV 25414. If you have any suggesting regarding next year's Con, please don't hesitate to contact Al. He and the other members of the Committee of Three (John Caruso and Eric Ozog) are anxious to have your suggestions and opinions regarding running the tournament, tournament scoring, division of tournament proceeds among hobby services, and so on. Don't be bashful. Anyone wishing to host the 1984 DipCon should also contact Al to be sure you're on the agenda for the DipCon Society meeting and also to receive any general information which may be sent to potential bidders later on. Note: Origins 1984 will be in Dallas TX and they are of course expected to be bidding for DipCon as well.

m DIPCON XV's official Souvenir Booklet contains a complete account of the Con and other interesting material. A copy may be obtained for \$1.00 from Mark Berch, 492 Naylor Pl., Alexandria VA 22304. This is the first such booklet ever produced, and we hope to see it become an annual tradition. It's a good book!

n SPEAKING OF DIPCON XV, one of the funniest things to be perpetrated at the Con was the outrageous fake DIPLOMACY WURLD. Most of it seems to have been written by a guy named Mark Berch (or was it Marc Burch?). Anyway, you can still (I'm told) get a copy of this travesty from the guilty party, Al Pearson. Send him \$1 for it. His address is P.O. Box 898, Charles Town WV 25414.

O ALLAN CALHAMER'S NEW GAME! Yes, sports fans, Our Founder has got a new game out. This one is called "National Pastime" and is a baseball game without dice, spinners, or other "chance" devices. The fundamental premise of the game is for each player to make his pitches in such a way as to avoid patterns, while trying to find the hidden or subliminal patterns in his opponent's pitches. This game has been developed and playtested over the last 10 years and the inventor of Diplomacy is calling his latest "the Chess of Table Top Baseball Games". You can order a copy for \$5 (plus \$1 postage & handling) from Outpost, 501 N. Stone, La Grange Park IL 60525.

P NEW ARCHIVE PUBLICATION. Elmer Hinton, 20 Almont St., Nashua NH 03060, is setting up a fairly large archival collection of Diplomacy materials. Elmer plans to provide reprint copies of material at cost and is publishing a new 'zine, FOUNDATION, as a bibliographic guide and general information outlet for his collection, the Granite Archives. FOUNDATION #1 appeared in mid-August, and we've not seen the 2nd issue yet. A sub to FOUN is 8 for \$10; individual back issues are \$1.50. Issue #1 was 6 pages and contained a listing of G.A. holdings from ABLEHNEN through F.L.D.

q WHAT HAS POETRY TO DO WITH DIPLOMACY??? Nothing, actually, except that the Editor is also a poet. If you have a yen for some real poetry (instead of the incomprehensible drek being promoted by the academic elite and the litzines as "poetry" these days), try Hey, It Rhymes! (Sometimes). This is Rod Walker's collected poetry, 1977-1981...56 pages and well over 100 poems. The contents range from serious to comic, from sonnets to limericks... some 2 1/2 "down and dirty" specimens of the latter. This collection constitutes the largest and most readable work

by a living poet (with the exception of Jud Jerome's recent book). The limericks are (he unblissfully admits) better than anything published by the Asimov-Ciardi team. The whole gig is enhanced by annotations by the poet and artwork by Les Campbell. Copies may be purchased for only \$4.00, postpaid, from Rod Walker, 1273 Crest Dr., Encinitas CA 92024.

r SPECIAL ADVANCE ANNOUNCEMENT. There is a better than 50-50 chance I will be moving within the next 3-4 months. To insure that mail is properly forwarded to me, please address all letters to me, R. C. Walker or Rod Walker, using the street address only. Please omit all mention of "Alcala" from the address element, as this may confuse and delay forwarding of mail. I will try to make sure any new address is disseminated. Depending on the timing of my move, it is possible that D.W. will be slightly delayed by the event. The latest likely date is 120 days from 8 November, which would be in early March...but it could happen almost any time in the next 4 months. Meanwhile, to repeat, do not address anything to "Alcala" but only to me personally.

S PLAYER RELIABILITY. Jim Meinel is now compiling a listing of players who are reliable, based on results published in EVERYTHING. The listings below are taken from issues 43-53. Here is a list of players with no drops, resignations, or expulsions in 5 or more completed games:

L.Kendter, Sr.	24	S. Arnawoodian	8
K. Mercer	21	R. Kassel	8
D. Martin	17	E. Nichol	8
G. Pyfrom	14	B. Osuch	8
R. Brown(USA)	14	D. Pierce	8
W. Schiwautz	13	P. Rauterberg	8
D. Carter	12	K. Sherwood	8
A. Guajardo	12	J. Daly	7
G. Boggess	11	B. Kluge	7
L.Kendter, Jr.	11	M. Lariton	7
E. Kirchner	11	K. Mooney	7
R. Smyth	11	R. McPherren	7
B. Becker	11	B. Olsen	7
R. Kovalcik	10	C. Reynolds	7
G. Leritte	10	M. Rowell	7
B. Schilling	10	J. Aicken	6
D. Beyerlein	9	K. Blant	6
A. Pearson	9	D. Karnes	6

F. MacLeod 6 | D. Swartz 6
W. Norton 6 | T. Thorsen 6

And at 5 each: B. Austin, E. Barker, H. D. Bassett, M. Conner, J. Clement, G. Dick, S. Drakert, S. Dunn, R. Foster, M. Fassio, B. Hickey, G. Hanson, A. D. Hard, B. Hickey, G. Howe, B. Lipton, A. Moraites, D. Marshall, T. Ripper, A. Service, P. Swider.

Players with no drops or expulsions and only one resignation in 10 or more completions OR *players with no resignations or expulsions and only one drop in 10 or more completions:

P. Cooper	17	*S. Cartier	12
*S. Johnson	17	*L. Chafetz	12
J. Masters	16	*P. Goodrich	12
*J. Kador	16	J. Michal	11
*Don Ditter	15	*S. Heinowski	11
K. Byrne	12		

t DIPLOMACY WORLD has before this, under our previous editor, mentioned the problem of Bernard A. (Buddy) Tretick, a.k.a. "Bernie Oaklyn", a.k.a. "Ian Eckloff", who edits a Dipzine, LA GUERRE, a.k.a. LE FRONT DE LIBERATION DU DIPLOMACY (F.L.D.), from an address in Silver Spring MD. There was some doubt in some quarters, at the time, that the assertion that "Oaklyn" was really Tretick was in fact correct. There can no longer be any doubt, since two of us who knew Tretick (Fred Davis and myself) met the individual signing into the Tournament as "Bernie Oaklyn", and immediately were able to identify him as Tretick. The present editor, along with John Boardman (editor of GRAUSTARK and founder of the postal hobby) and Mark Berch (editor of DIPLOMACY DIGEST) had long ago signed a statement (in conjunction with many other people) urging players to avoid games in Tretick's 'zine or GMD by him in other 'zines. This recommendation was based not only on Tretick's attempt to conceal his actual identity, but also on his highly unethical behavior in the past under his own name and his equally unethical GMing practices presently under his "Oaklyn" pseudonym. Tretick has been known to doctor game reports, to lose players' orders and substitute orders of his own, play in his own games, allow gross violations of the Rules of the game, abandon games in progress without refunding game fees, expell people from games without good reason, interfere with guest GMs, deride and

belittle players for making moves he didn't like, put people in games without their permission, print statements "by" individuals which they had never made, lie about hobby history and personalities both in private letters and in print, and so on...a long and ghastly record of unethical and ill-mannered behavior. DIPLOMACY WORLD generally wishes to avoid making recommendations (either positive or negative) regarding GMs and publishers. However, this case is so extreme, so awful, that we must strongly suggest that players avoid this GM and his publication.

U SUBMISSION DEADLINE. Anyone wanting to submit material for the next issue should have it in my hands by 15 February 1983. However, I would very much like to have as much material as I can by Christmas, as I would like to have most of the 'zine actually typed and camera-ready by mid-January. This is particularly important in view of the virtual certainty of my upcoming move to God knows where (at this point). As usual we are looking for good tactics/strategy material, play-of-the-game articles, fiction, poetry, and other diversions. A copy of our Writers' Guidelines is available; just send us a request and SASE for return of same.

V REGIONAL CONS. Short Diplomacy cons on a regional basis are becoming enormously popular. The following is a (probably) partial list of people organizing such things these days: write one of them who is in your area: Bill Becker, 810 Turwill, Kalamazoo MI 49007; Russ Rusnak, 8002 E. Nagle, Burbank IL 60459; Larry Peery, PO Box 8416, San Diego CA 92102; Kathy Byrne, 160-02 43rd Ave., 2nd Floor, Flushing NY 11358; Bill Highfield, 2012 E. Ridge Rd., Rochester NY 14622; Rob Landeros, 10029 NW Windward Dr., Olympia WA 98031; Jim Meinel, 628 S. Whitworth Ln., Renton WA 98055; Mark Fassio, Melrose #4, Wedgefield SC 29168. I know that Peery, for instance, is organizing a Con for the L.A. area on or about 10 April 1983 and many of the others organize cons on a regular basis.

POSTAL GAME OPENINGS

IN NORTH AMERICA

This listing is compiled from the October 1982 issue of PONTEVEDRIA. PONT is edited and published monthly by the Editor of D.W., and lists all postal game openings known to us for Diplomacy, Diplomacy variants, and multiplayer strategic games similar to Diplomacy (e.g., Machiavelli, Kingmaker, &c.). The current issue is always available from us for SASE (stamped, self-addressed envelope). Anyone having game openings, or knowing about openings, should write us with full information. We furnish an Update Form for this purpose if you wish one; just write us and request it. PONTEVEDRIA has much fuller information, including exact games offered by each 'zine.

DIPLOMACY WORLD's listings do not constitute any endorsement of a GM or 'zine. We assume no liability with respect to the quality or continuance of any postal 'zine or game. Considering the uncertainty of all amateur publications, prospective players are advised to exercise caution...they are especially advised to obtain one or more sample copies of a 'zine before joining a game in it. Another good, inexpensive, and minimum-risk way to get a "feel" for a 'zine (and postal play generally) is to join games in progress as a replacement player.

HOW TO USE THIS LIST. Entries are alphabetical by GM name. A typical entry shows: Name, address; 'ZINE NAME, frequency, cost to play, cost of a sample issue, longevity of 'zine. Frequency is shown as: m, monthly; nw, number of weeks between issues. Costs are shown as: Gf, gamefee; Nf, NMR fee (refundable if player does not miss deadlines); Dep, other refundable deposit; sub, subscription rate; s/, cost for a sample. Longevity is shown as XXXX/XX: year of first issue/number of latest issue. Games offered are shown by symbol only, before the GM's name: *, regular Diplomacy; @, Diplomacy variants; #, other strategic multiplayer games; ■, needs stand-by (replacement) players.

*@ ■ Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464; BOAST, 3w, Gf \$3 plus sub 13/\$5, s/SASE. 1971/178.

* ■ Konrad Baumeister, Box 6050 Henle Village, Georgetown Univ., Washington DC 20057; GIVE ME A WEAPON!!, 4w, Gf \$4 plus sub 10/\$4.50, s/\$.45. 1981/17.

* John Boardman, 234 E. 19th St., Brooklyn NY 11226; GRAUSTARK, 3w, Gf \$15, s/???. 1963/???

* ■ Ron Brown, 1528 El Sereno Pl., Bakersfield CA 93304; MURD'RING MINISTERS, Gf \$6 plus Nf \$3 plus sub 12/\$5.50, s/20c stamp. 1978/50.

* #■ Jim Bumpas, 4405 Dillard Rd., Eugene OR 97405; LIBERTERREAN, 2/m, Gf \$3 plus sub 10/\$5, s/SASE. 1973/180.

#■ Michael Crane, Jr., 219 Ridgewood Dr., Northfield NJ 08225; THE CRUXIBLE, m, Gf \$2-5 plus sub 6/\$6, s/SASE. 1980/13.

@ ■ Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207; BUSHWACKER, m, Gf \$7, s/50c. 1972/XI.9 (#133).

* #■ Don Del Grande, 142 Eliseo Dr., Greenbrae CA 94904; LIFE OF MONTY, 5w, sub 10/\$5, s/20c stamp. 1980/24.

*@ ■ Gregg Fritz, P.O. Box 512, York ME 03909; DAMN THE TORPEDOES, m, Gf \$5 plus sub 10/\$5, s/on request. 1982/9.

* #■ Phil C. Fry, 7655 S. Braeswood, #50, Houston TX 77017; FIELD OF FIRE, m, Gf \$2 plus sub approx. 10/\$4, s/SASE. 1979/33.

* ■ Peter J. Gaughan, 2718 S. Hoover St., #1, Los Angeles CA 90007; PERELANDRA, m, Gf \$1 plus Nf \$1 plus sub 10/\$5, s/SASE. 1982/5.

* Guy Hail, 1103-B Lorrain St., Austin TX 78703; THE GREAT WAR IN MODERN MEMORY, 2w, Gf \$6, S/SASE. 1981/30.

* ■ Scott Hanson, 939 18th Ave., SE, Minneapolis MN 55414; IRKSOME!, 4w, Gf \$5 plus sub 10/\$5.50, s/SASE. 1981/19.

*@#■ Roy Henricks, 128 Deerfield Dr., Pittsburgh PA 15235; ENVOY, 5w, Gf \$5 (usually) plus sub costs plus postage, s/"postage" (try 37c). 1979/35.

* #■ Lu Henry, 6056 Waverly, Dearborn Heights MI 48127; TACKY, m, sub 3/\$1, s/on request. 1981/14.

*@ Bill Highfield, 2012 E. Ridge Rd., Rochester NY 14622; THE MODERN PATRIOT, m, Gf \$3 plus sub 12/\$5, s/SASE. 1982/2.

*@ Steve Langley, 2154 Fairfield Rd., Sacramento CA 95815; MAGUS, m, Gf \$2 plus Nf \$2 plus sub 10/\$6, s/SASE. 1982/15. No openings in main 'zine; openings with following GMS: @Mark Coldiron, 3300 Parkside Dr., #47, Rocklin CA 95677; *@Mark Keller, 9536 Shumway Dr., Orangevale CA 95662; *@Donald M. Williams, 217-C Kaye Ct., Redlands CA 92373.

* Dave Marshall, Rte. 3, Box 361-A, Russellville KY 42276; DOWN 'N DIRTY, m, Gf \$3.50, s/SASE. 1980/22.

Mark Matuschak, 742 Johnson Hall, Columbia Univ., New York NY 10027; THE BUZZARD'S BREATH, m, Gf \$3-\$6 plus sub 10/\$8, s/50c. 1977/52.

*@ Michael Mills, 26 Laurel Rd., Sloatsburgh NY 10974; EMHAIN MACHA, m, Gf \$2 plus sub costs plus postage, s/37c. 1979/31.

* James Meinel, 628 Whitworth Ln. S., Renton WA 98055; THE PRINCE, 3w, Gf \$5 plus sub 10/\$2.50, s/SASE. 1982/1.

* Eric Ozog, 1526 N. Lawler Ave., Chicago IL 60651; DIPLOMACY BY MOON-LINGT/EASTFOLD VALE, m, Nf \$5 plus sub 10/\$6, s/60c. 1979/44.

*@ D. S. Palter, Box 156, Cedarhurst NY 11516; THE PINK DRAGON, m, no fees, s/on request. 1976/v.17 #10.

Mark Paul, Dover Group Home, P.O. Box 99, Dover NH 03820; RED STAR, YELLOW STAR, 3w, Gf (free), s/SASE. 1982/no issue yet.

*@ Al Pearson, Box 898, Charles Town WV 25414; JUST AMONG FRIENDS, m, Gf \$2-\$2.41 plus sub 12/\$8.40, s/\$.40. 1980/25. Opening in subzine GMD by Greg Stewart, 6.8 Short Dickey, Greenfield OH 45123.

* Larry Peery, Box 8416, San Diego CA 92102; XENOLOGIC, m, Gf \$15. 1967/v. XV #3.

* # Robert Sacks, 4861 Broadway, #5-V, New York NY 10034; HANSARD, m, Gf \$12, s/no current issue. 1982/--.

Mike Scott, 1726 Cypress Cir., La Verne CA 91750; MIKE'S MAG, 5-6w, Gf \$7-10, s/2-20c stamps. 1980/22.

* Don Sigwalt, 125 Hebard St., Rochester NY 14650; HOOF & MOUTH, 4-5 w, Gf \$2.50 plus sub 1/45c, s/20c stamp. 1980/30.

* Terry Tallman, 16047 NE 28th, Seattle WA 98155; NORTH SEALTH, WEST GEORGE, m, sub 12/\$6, s/20c stamp. 1982/1.

* Earl Whiskeyman, 27 Mark St., Milford CT 06460; THE GAMER'S 'ZINE, 2w, Gf \$8 plus sub 26/\$6.50, s/SASE. 1981/v.11 #16.

*@ Judy Winsome, 1993 Plymouth Dr., #11, Mountain View CA 94043; WINSOME LOSESOME, 5w, sub 8/\$5, s/on request. 1981/8.

Also needing standby players only:

* # Steve Hutton, 103 S. Dunbar Rd., Waterloo, Ontario, CANADA N2L 2E4 (or permanent address, 704 Brant St., London, Ontario CANADA N5Y 3N1); NO FIXED ADDRESS, m?, sub 10/\$5, s/50c. 1982/??

*@ Robert Sergeant, 3242 Lupine Dr., Indianapolis IN 46224; ST. GEORGE AND THE DRAGON, m, sub 10/\$5.50, s/SASE. 1976/78.

THE LEEDER POLL

(Continued from p. 30)

((At this point, John tries to take the blame for the results being so late. Not so; it's because D.W. itself is late. John also details some problems we had getting coordinated, which led to virtually no publicity for the Poll in D.W. In that regard, let him who is without sin.... Anyway, here are the results, late, and I'm not going to let John take any blame for that when I'd rather take it myself. ...RW))

I wish to thank everyone who participated in the poll, both those who sent in ballots and those publishers who announced it. I especially thank those publishers who made up alphabetical ballots, which vastly decreased the time and effort it took me to tabulate the results.

NOTE ON THIS ISSUE'S ARTWORK

Our more literate readers will recognize most of the artwork in this issue to be adaptations of the illustrations by John Tenniel for the "Alice" books.

Hobby Services

39

It is our policy that our readers should be given information about the hobby services available to them. This is a partial list of services and we urge you to take advantage of them that fill your needs. If you need something not in this listing, and you don't know where to look, drop us an inquiry with SASE (self-addressed stamped envelope) and we'll see what information we can find for you.

OMBUDSMAN SERVICES. An Ombudsman is a disinterested party agreed upon by the parties in a dispute. His job is to consider the problem and work out a solution. Disputes between players and GMs are the most typical sorts referred to various hobby ombudsmen. There is no "official" Hobby Ombudsman, but the closest we come to that is Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. He serves as Ombudsman for the CDO (Canadian Diplomacy Organization) and the NADF (North American Diplomacy Federation).

BOARDMAN NUMBER CUSTODIAN. Don Ditter, 910 Hope St., #12A, Stamford CT 06907, is BNC. He assigns Boardman Numbers to new regular postal games in North America and reports statistics on completed games. He publishes this info in EVERYTHING. Subs to EV are on a "cost" basis...send a minimum of \$5 to Don and he will keep the books on your sub. The BNC is also a position which traditionally serves in an Ombudsman capacity when requested. Statistics reported by the BNC are used to compile player rating lists, of which one or two (or more) are usually current in the hobby at any given time.

UNITED STATES ORPHAN SERVICE. If your postal game has been abandoned by the GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS. They will help with your problem and, if necessary, find a new home for your game. The current director of the USOS is John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138; DOGHOUSE, reporting USOS doings, is part of EVERYTHING. In Canada, the CDO Orphan Service is run by Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618. Any of these individuals might also act as an Ombudsman upon request.

MILLER NUMBER CUSTODIAN. This is John Leeder, 605 NW 15th St., Calgary,

Alberta, CANADA T2N 2B1. John assigns Miller Numbers to new variant postal games and reports statistics on completed games. These appear in LORD OF HOSTS. As with EVERYTHING, subscriptions are on a "cost" basis.

HOBBY REPRINT SERVICES. The published literature on Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, whose primary purpose is to publish the older, but still valuable or interesting, material and make it available to everyone. Subscriptions are 10/\$3.50. Because of his long experience and wide knowledge, Mark is also on occasion asked to serve as an Ombudsman.

'ZINE DIRECTORY. This virtually complete listing of all Dipzines in the world (as of about January 1982) is available for \$1 from Mike Mills, 47 Mayer Dr., Suffern NY 10901. ZD indicates name/address of the publisher, sub price, general nature of contents, and other info. This is an indispensable guide to the hobby.

N.A.D.F. The North American Diplomacy Federation is a voluntary association of Custodians of hobby services. The main (and almost only) purpose of NADF is to clear up glitches in the hobby services system...mainly, Custodians who give up their jobs but don't provide successors. President is Rod Walker, who is resigning before the end of 1982. If you are having problems with a given Custodian doing his/her job, contact Rod, who will pass this on to the new President.

C.D.O. The Canadian Diplomacy Organization is a loose association of postal Diplomacy players in Canada, run primarily by Canada's postal GMs. The purpose of CDO is to provide services where needed by, or unique to, Canadian players. The Coordinator is Ronald J. Brown, R.R. 1, Low, Quebec, CANADA JOX 2C0.

NOVICE SERVICE. If you are new to postal Diplomacy, be sure to get a copy of SUPERNOVA, an excellent collection of articles on the game and on the postal hobby. It is \$1 from Bruce Linsey, 24A Quarry Dr., Albany NY 12205. Even if you're not all that "new", you might find this booklet interesting and informative. For a Dipfan, this is "must" reading.

BACK PAGE

The GENERAL

WHAT??? You don't receive THE GENERAL? TG is Avalon Hill's gaming 'zine, and it's the one way to keep up on all the latest in new games, new ideas, and new thinking on games already out. You will even find some material on Diplomacy (Lew Pulsipher recently contributed some excellent material, for instance). We strongly recommend this fine publication...and its companion, THE ALL-STAR REPLAY, which covers Avalon Hill's wide range of sports gaming. And here, below, is all you need to subscribe:

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SPECIAL ANNOUNCEMENT

Beginning with last issue DIPLOMACY WORLD will pay for articles accepted at a new, increased, rate. Our rate of payment will be a minimum of 1/10-cent per word, to be paid upon publication. Wordage will be computed at 35 words per column inch in typed ms. (that is, about 6 lines an inch; in printed form it's about 7½ lines an inch). Minimum payment for an article will be \$2. Cash payments will be made to subscribers automatically and to others only by special arrangement. Non-subscribers will normally be paid at our previous rate of a contributor's copy of the issue in which their work appears.

We expect our rate of payment to rise as the financial health of D.W. improves. Generally speaking, DW will pay at a higher rate for completely original material than for items which have been previously published (even if in rewritten form). Please note that our guidelines are available for SASE. Note that payment is for the article as finally edited and published, not as submitted and/or accepted.

We are looking for the best thinking and the best writing in the field of Diplomacy, and anyone is welcome to submit to us. We are also looking for good artwork, cartoons, and even fiction and poetry if related to Diplomacy. Good humor is very much needed by us.

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P.S.: A new Diplomacy column, "The Compleat Diplomat", will be appearing in THE GENERAL beginning in November 1982. Watch for it!